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SUPER SMASH BROS.™

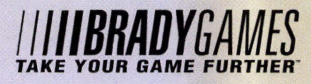
OFFICIAL STRATEGY GUIDE

Official Nintendo Licensed Product

NINTENDO 64

ALL THE SECRETS!

OFFICIAL STRATEGY GUIDE



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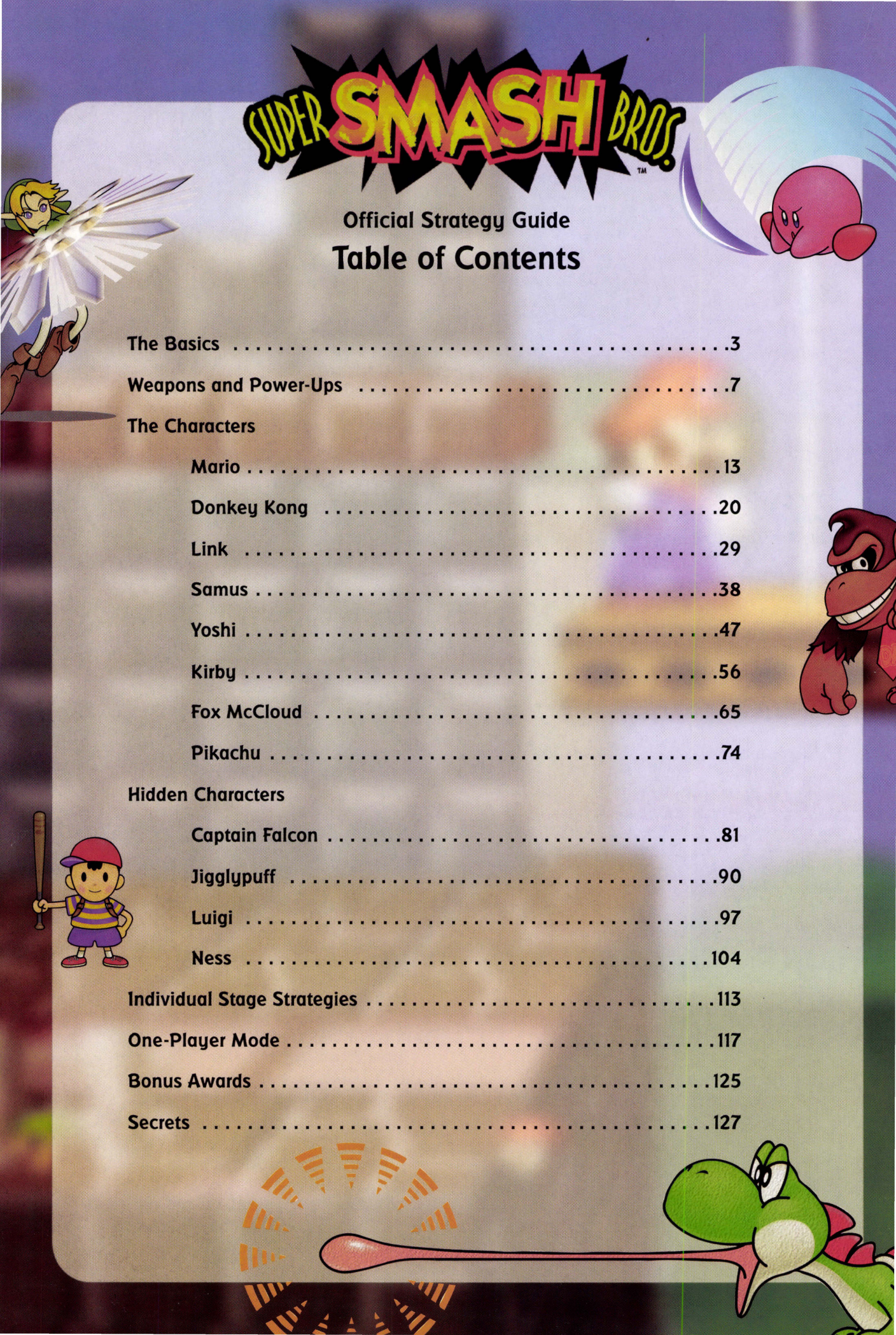


Official Strategy Guide

Table of Contents

The Basics 3

Weapons and Power-Ups 7

The Characters

- Mario 13
- Donkey Kong 20
- Link 29
- Samus 38
- Yoshi 47
- Kirby 56
- Fox McCloud 65
- Pikachu 74

Hidden Characters

- Captain Falcon 81
- Jigglypuff 90
- Luigi 97
- Ness 104

Individual Stage Strategies 113

One-Player Mode 117

Bonus Awards 125

Secrets 127

THE BASICS

Super Smash Bros. doesn't follow the traditional fighting game formula; the idea isn't to punch your opponents senseless. Instead, the object is to score points by knocking the other players out of the fight. By hitting, punching, and generally nailing your opponents with attacks, you increase their damage meter. As the meter percentage increases, so do the intensity of your attacks. The higher the percentage, the easier it is to knock the player out of the arena.

Whenever you knock someone out of the playing field, you score a point, and your opponent loses one. It doesn't matter who inflicted the most damage; whoever is responsible for the final blow gets the point tacked onto his or her score. If you simply slip off the edge by accident, nobody gets the point, but you still get penalized.

Control

The controls in *Super Smash Bros.* are simple, but they're not exactly normal fare for a fighting game. The controller has been broken down into five handy commands: jump, grab, block, attack, and special moves. Don't let the simplicity fool you. Each character has a large library of moves, and you unlock these moves when you combine the buttons with specific control stick movements. Almost every direction of the control stick used with one of the two attack buttons (A or B) will result in a different move with every character.

Jumping

All four yellow C Buttons have the same function: jump. Each character can jump once off a platform, and jump a second time in the air. Tapping quickly on the control stick performs the same function, so take care when maneuvering yourself in the air—you don't want to accidentally waste your second jump. Some characters, like Kirby and Jigglypuff, float for short periods when the jump button is pressed a second time and held down. Also, some characters have a saving maneuver, equivalent to a third jump to keep them from falling off the stage if their second jump is spent. Mario's Jumping Uppercut, for example, can be executed if he is falling off the stage and does not have any jumps left to reach a ledge. These abilities can come in handy, so check in your character's section to find out if he or she has them.

Grabbing and Throwing

When you grab opponents, you can throw them with a choice of two different styles. If done properly, throwing opponents off the stage is as lethal as smashing them (hitting an opponent with enough damage to cause them to fly off the stage). Sometimes it is more effective.

You can grab opponents while facing them and standing close by either pressing the R Button or by pressing the A Button if your shield is up (blocking).

Once you've grabbed an opponent, you need only tap the control stick toward the opponent to execute the normal throw maneuver for that character. To execute the alternate throw, you only need to tap the control stick away from your opponent. If you grab an opponent and you do nothing, the regular throw is executed automatically a second later.

Blocking

You can block attacks for a bit by pressing the Z Button. This puts up a shield around you that diminishes as you're attacked. But watch it; if your opponent destroys your shield, you'll be knocked dizzy and vulnerable for a good five seconds. While your shields are up, you can roll to the left or right by simply tapping or on the control stick.

Other Useful Tips

On most platforms, you can tap down quickly to roll off, onto the platform below. Use this maneuver as an escape, for an ambush, or both.

Randomly, items will drop from the sky. You can pick up weapons by walking over to them and pressing the A Button. You can throw the item in any direction by pushing the R Button in conjunction with a control stick movement. This is a good maneuver, as the item will damage the fighter it hits.

While you're in the air, you can increase the rate of your descent by tapping on the control stick. This can help you get back into the battle on the ground more quickly and can reduce your vulnerability while you're airborne.

And if you're feeling cocky, each character has his own taunt. Just push the L Button to give your opponents a good ribbing.

Game Options

Vs. Mode

When in Vs. Mode, there are two ways to play the game: Time or Stock.

In Time Mode, you have a set amount of time to score as many points as you can. At the end of the round, each player's score is tallied, and the player with the highest score wins. If there is a tie between two, three, or all four players, then a Sudden Death round is initiated. Each player is extremely weakened with 300% damage, and the person left on the playing field is the winner.

In Stock Mode, points don't count. Instead, you designate a set amount of lives per player. Every time you're knocked out or fall out of the playing field, one of your lives is taken away. Once all lives are used up, you're out of the game. The last person standing wins the match.

Team Mode

Both modes can also be played in Team Mode. In this mode, players can choose to be on one of three teams: Red, Green, or Blue. The members of the same team cannot hurt each other; all attacks will simply go through your teammates. Hint: In Team Stock Mode, if you run out of lives, you can "borrow" from your teammate's stock by pressing START on the controller.

One-Player Mode

But you don't have to have all your friends over to enjoy *Super Smash Bros.* That's where the One-Player Modes come into play. In fact, you'll have to do a lot of single player gaming if you want to uncover many of the secrets in the game.

First is the 1P Mode, where you'll select one character and take him or her on a 13-level challenge, after which you'll square off against the mysterious and evil Master Hand. But to master this option, you'll need to practice. Good thing the game has a handy Training Mode where you can try out everything from basic moves to handling all the weapons in the game.

Also, in the quest to the Master Hand, you'll be faced with two special bonus stages specific to the character you've chosen. These challenges aren't easy, so hone your skills in the Bonus Practice options. You're sure to be rewarded when you've conquered them.

Performing the Moves

The moves in this book are written using the convention that your character is positioned to the left of your opponent. When a move code specifies a control stick motion to the right ( ), you should interpret this as a control stick movement *toward* your opponent. So, if your character were actually positioned to the *right* of your opponent on screen, you would move the control stick to the *left*, or *toward your opponent*.

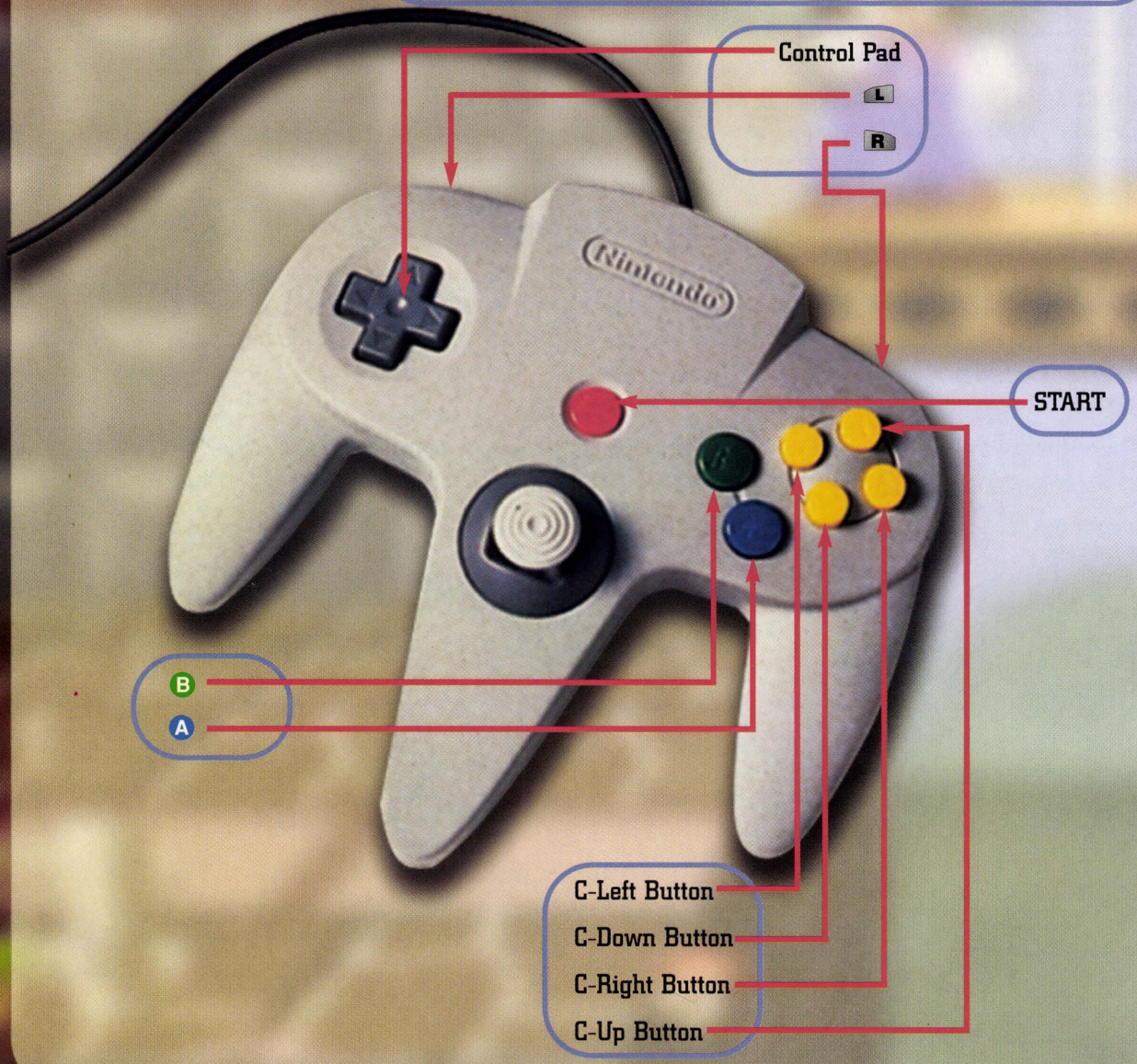
As it happens, many of the moves in *Super Smash Bros.* can be performed by moving the control stick either toward or away from your opponent, regardless of your character's on-screen position in relation to your opponent. This book specifies such cases by noting *toward* ***or*** *away* within the code. Certain moves performed in the air and most throw moves specifically require one or the other (i.e., toward only or away only). In such cases, the codes in this book will conform to the convention described in the previous paragraph.

Finally, the controller commands shown in move codes should be performed consecutively unless they are separated by a "+" symbol. In those cases, the commands should be performed at the same time.

Review the table on the next page to learn the symbols used in each character's move codes.

Know the Code

Symbol	What it Means
	Press up on the control stick
	Press down on the control stick
	Press toward your opponent on the control stick
	Press away from your opponent on the control stick
(center)	Leave the control stick in the neutral position
A	Press the A Button on the controller
B	Press the B Button on the controller
L	Press the Right shoulder Button on the controller
R	Press the Left shoulder Button on the controller
Z	Press the Z Button on the controller
+	Perform commands on either side of this symbol at the same time



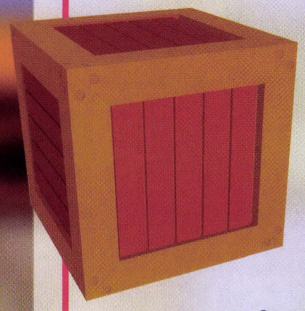
Weapons and Power-ups

Weapons

While each character can certainly hold his or her own when it comes to fighting, weapons randomly drop in to shake up the action.

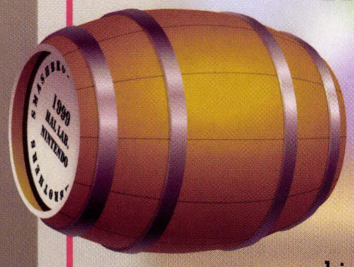
Containers

All special items appear in a container that you must break open. Even if you can open the item's box, another player has time to dash in and collect the power-up.



Crate

Crates usually hold three different items. You can shatter crates on the spot with a few kicks, or pick them up and throw them. They'll break open and toss out the goodies. You can throw crates at other players, but they don't travel very far.



Barrel

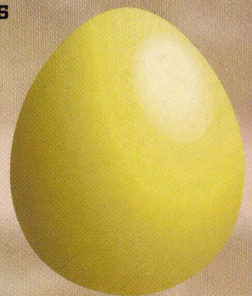
Barrels are similar to crates, with one difference: when thrown they don't break open. Instead, they roll. Hit someone with one and it'll shatter. You can also be a little gutsy and kick it open, but beware. Some of them explode on contact.

Capsule

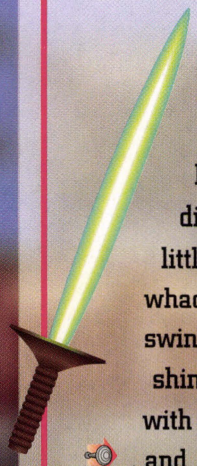
These pills offer a single item when you break them open, either by picking them up and throwing them, or simply cracking them open with attacks. Be warned: some have been trapped with explosives.

Egg

When Chancey the Pokémon shows up, it'll toss a few eggs into the mix. These eggs are the same as capsules. Some hold a single item; others are traps that explode when they're cracked open. Throw eggs at opponents when you get hold of them.

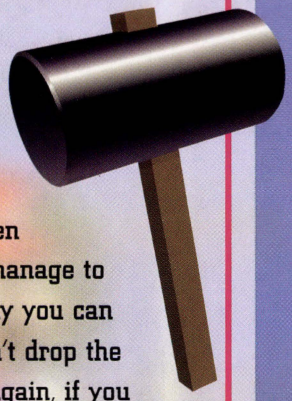


Beam Sword



What was probably "borrowed" from one of the first N64 games (*Star Wars: Shadows of the Empire*), this sword really packs a punch if you know how to swing it. It has a long reach so you can keep your distance from those who like to get a little too close for comfort, as you whack your opponents with a hearty swing. But where this sword really shines is when you attack your opponent with the sword by quickly pressing , , and A. Your character will wind up and unleash a power-swing, hitting your opponent for about 25 percent. It takes a bit longer to pull off this move, but it's worth it.

Hammer



If you've played the original *Donkey Kong*, this hammer will bring back memories. Easily the most powerful weapon in the game, the hammer will send anyone flying off the screen with a single hit. But there are many downsides to this weapon. First, you can't perform your double-jump when you have the hammer. If you manage to fall off the ledge, there's no way you can jump back up. Second, you can't drop the hammer once you pick it up. Again, if you fall of the ledge, you can't throw it away as a last ditch effort to save yourself. And third, a powerful attack from above, like Yoshi's Stomp and Kirby's Rock Drop, will get through and knock the hammer out of your grip. Keep a good eye out for skyward attacks and stay away from ledges.

Home Run Bat

The baseball bat is very similar to the energy blade, but has a shorter reach. The power-swing, accessible by pressing , , and A, is so powerful that even if your opponent is starting out fresh, if he/she gets hit, he's/she's a goner.

Fan

This is likely the most irritating of all the weapons, especially for those on the business end of it. It may not take off much energy, but the person holding onto it can get in a good series of hits. Each whack of the fan keeps the opponent close instead of pushing him/her away. Don't block when someone's whapping you with this, because it saps away the shield's energy very quickly. And as we all know, once the shield is gone, you'll stumble around all dizzy-like and open to attack.

Motion Sensor Bomb

This little weapon is very devious, especially for those who know every inch of every level. Once you throw this bomb, it sticks to any surface and activates. If anyone not paying attention stumbles a little too close to it, it blows up and sends the victim flying, scoring an easy point for the one who planted it. But be careful—it doesn't discriminate. If you forget where you threw it, you're just as vulnerable as your opponents are. Toss it into areas where it'll blend into the scenery, and stick it up against a wall. Keep your eyes open when you hear that "click" sound, just in case someone's trying to plant one under your nose.

Bob-omb

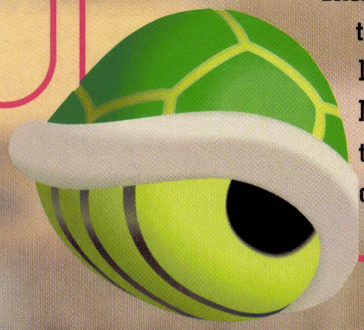
This cute little guy is a refugee from the Mario universe, but don't let his size fool you. If he explodes anywhere near you, it doesn't matter how much damage you've accrued, chances are you'll be flung far, far off-screen. When he first shows up on the playfield, you can pick him up and toss him at your opponents. But if you let him sit for a few seconds, he'll get up and walk around. You don't want to be anywhere near him when that happens. Can you say "boom," boys and girls?

Bumper

This thing's mostly a nuisance. If the bumper lays flat on the playfield, anyone who stands next to it will be nudged away like a pinball. It's not a very painful weapon, but a well-placed bumper could nudge someone off the edge of the arena.

Red Shell and Green Shell

If these shells don't look familiar to you, you need to start playing more video games. Straight from *Super Mario Bros.*, the green and red shells are very strong throwing weapons that will cause a decent amount of damage if thrown skillfully. The green shell will glide to a stop, but the red shell will continually seek out the closest fighter, regardless of who threw it. Meaning, once you've tossed it, you'd better get out of its path.



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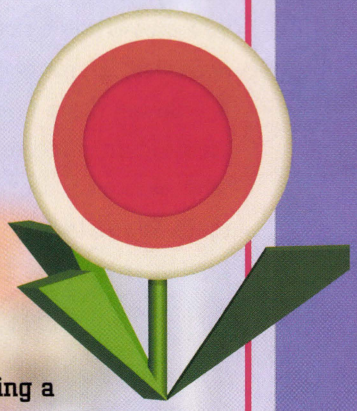
Ray Gun

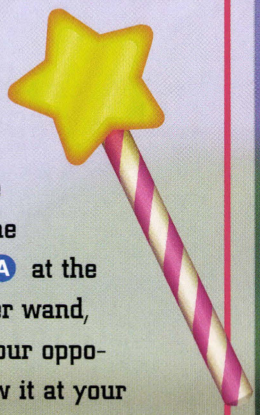
While it's not the most unlikely weapon to have in a fight, the ray gun is probably the most unusual. After all, have you ever seen Mario or Yoshi pack heat? The ray gun is a good weapon to use at close range, since it nudges your opponent back a bit. Just keep blasting away, and you'll get a few good hits in. Just be sure you're watching your back for the other guys. What's more, you can throw it at someone when you run out of ammunition, a great last ditch attempt at knocking a bit of energy off of an opponent. Just listen for the "click" and puff of smoke that tells you that the gun is empty. A ray gun gets a total of 16 shots before it's depleted.

Fire Flower



Another refugee from the Mario universe, the flame flower is a powerful weapon. Once obtained, you can let loose a billowing flame cloud that engulfs your opponents. And when you've got them pinned against a wall, they'll have a hard time making a break for it. You've got a good eight seconds of flame power per flower, and when it's empty you can toss it at your opponents for a final hit.

Star Rod



This magic wand is a weaker version of the baseball bat and beam sword, so don't expect as much damage out of it. It does, however, have the ability to shoot a star across the screen if you press and A at the same time. You get 20 stars per wand, plenty of ammunition to nail your opponents. And don't forget to throw it at your opponents when it's empty.

Poké Ball

These Poké Balls call upon the power of Pokémon that will take your side and unleash an attack unique to that creature. There are twelve random Pokémon that hatch out of Poké Balls in *Super Smash Bros.* The fighter who threw the Poké Ball is immune to the Pokémon's attack.

Snorlax

This chubby Pokémon will shoot up into the sky, grow about three times bigger, and drop down through the level. Anyone in its way will certainly feel it.

Meowth

Meowth will quickly hatch out of the Poké Ball and throw a series of coins in four directions. Anyone caught in the mix will be bobbled around for a damaging combo.

Staryu

This starfish-like Pokémon will hatch out and shoot a series of blasts across the screen. If you get in the way, you'll be knocked silly.

Blastoise

This Pokémon will send one powerful blast across the screen. It's best not to get in the way of it.

Charizard

Charizard is a fire-breathing dragon that will ignite anyone standing close to its vicinity.

Clefairy

Clefairy is the random Pokémon. This monster will attack like other Pokémon, so you'll never know what you get with this creature.

Koffing

This gasbag will shoot out a billowing cloud of noxious fumes. Don't stand anywhere near it. If you get caught in the cloud, you're caught until Koffing runs out.

Beedrill

This insect will call upon its buddies and swarm the playing field, nailing anyone bold enough to get in their way.

Onyx

It'll be raining stones when this Pokémon is unleashed, so watch the skies when Onyx shows up.

Chancey

Chancey is the neutral Pokémon. It'll throw eggs into the fight to help anyone who picks them up. Just watch out for booby-trapped ones.

Goldeen

Goldeen is a fish out of water, and does nothing to help whoever hatched it. This is the Poké Ball equivalent of a "dud."

Hitmonlee

This Pokémon will quickly give the closest fighter a swift jumping kick as it leaps out of the picture. Be sure to get out of its way.

Mew

Mew is another Pokémon who can appear. It doesn't attack, but it gives you some bonus points in One-Player Mode.

Power-Ups

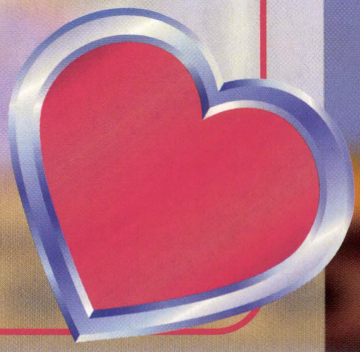
Like weapons, power-ups drop into the arena randomly. Rather than being offensive in nature, power-ups give a boost to your defensive abilities.

Maximum Tomato

When you pick up this power-up, it replenishes up to 100 percent of your damage.

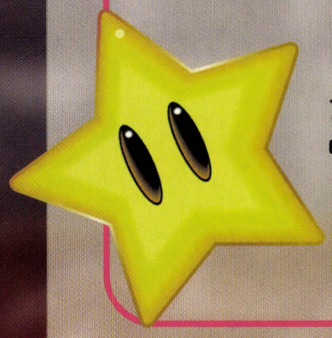
Heart Container

Grab this power-up, and any damage you've accrued, no matter how high, will disappear, starting you out fresh with 0 percent. Ahh...

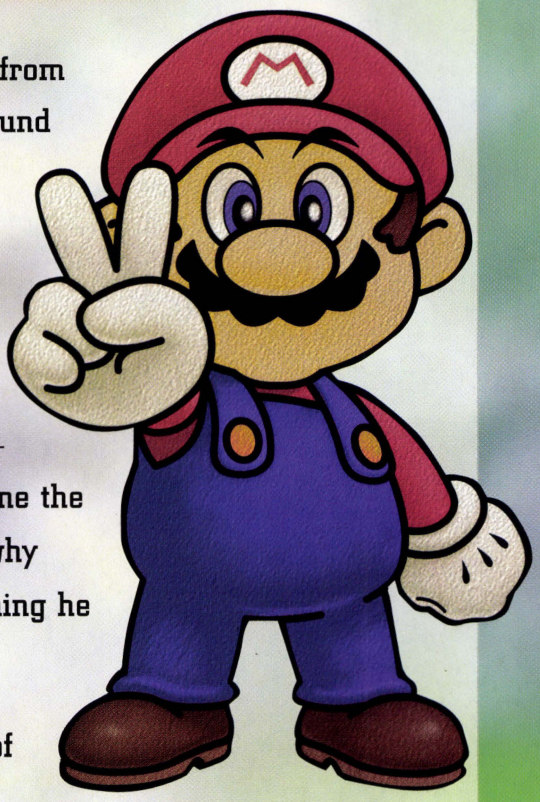


Star

You don't need to pick this up. Just touch it and you'll be invincible from any attack for a few seconds. You can still fall off the platform on your own control, but anyone kicking or punching you while you're flashing won't even faze you.



MARIO

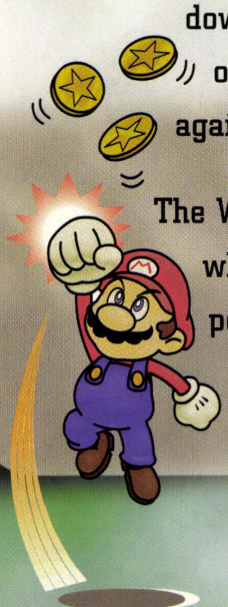


If you don't know this guy, close this book and get out from under the rock you're living under. Mario has been around since his debut in the original *Donkey Kong* back in 1981, and he's been going on strong ever since. He got his title role in the arcade hit *Mario Bros.* (along with his brother, Luigi), and when *Super Mario Bros.* came out for the NES, his life would never be the same. He's seen roles in Nintendo tennis, golf, and boxing titles, and *Super Smash Bros.* is the first official time the plumber stepped into a fighting game. It's no wonder why Nintendo has made Mario its company mascot—everything he touches is golden!

Mario is a well-balanced character with a good array of attacks. Makes sense, since his familiarity will make most people select him first.

Mario's Jumping Uppercut is his saving move when you've already performed your double-jump. Be careful, though. Once you've hit this move, you will be locked out of your standard jumps, so you'd better watch where you leap.

Mario's Fireball doesn't travel very far, but it bounces on the ground as well as falls downward. If you see someone clinging onto a ledge, throw one at him or her. It'll hit the opponent and knock him or her off the platform again.



The Whirlwind Attack is a great move to toss someone into the air quickly, which can then be followed up with another attack. The best move to perform after a Whirlwind Attack is an Uppercut, as it'll bobble your opponent up in the air for another shot.

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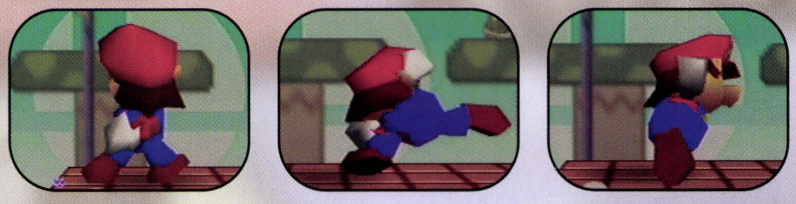
Basic Moves

Uppercut

A

Middle Kick

or A



Middle Punch

(center), A

Low Kick

A

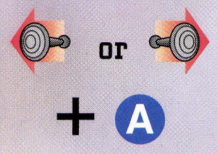
Punch, Punch, Kick Combo

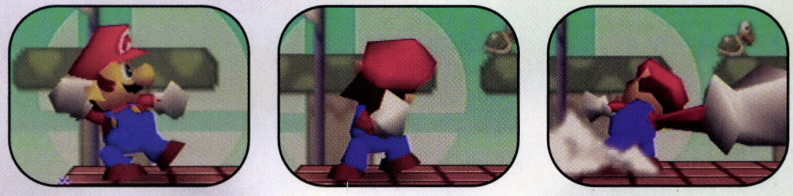
A A A

Headbutt

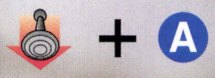
+ A

Super Punch

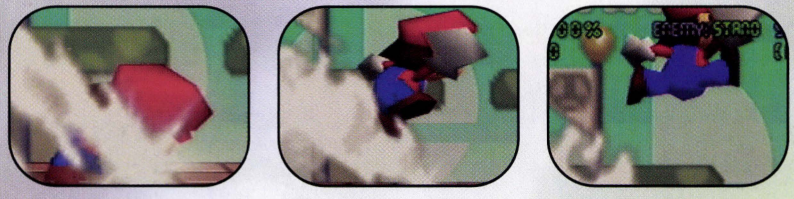




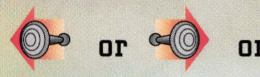
Spin Kick



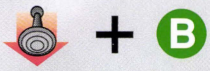
Jumping Uppercut



Fireball



Whirlwind Attack



Taunt

Mario becomes larger (Super Mario) for a second and then returns to his normal size.

SUPER SMASH BROS.™

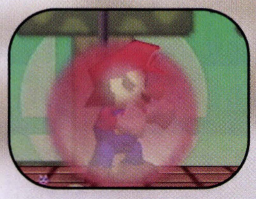
Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z



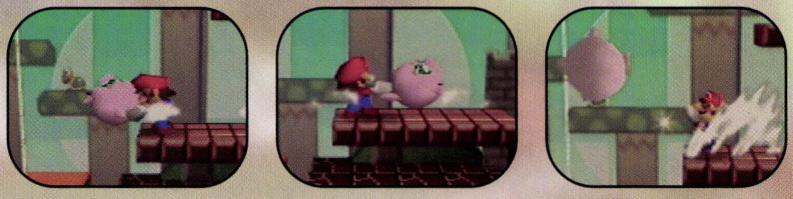
Throws

Forward Spin Throw

Grab, then

Spinning Back Throw

Grab, then



In Air

Flip Kick

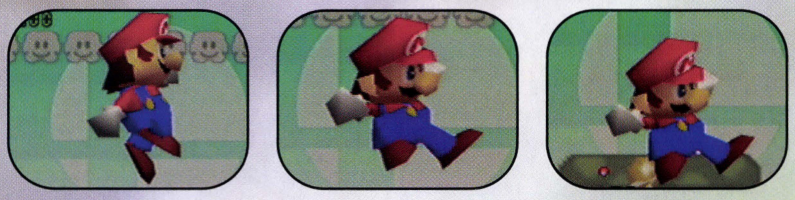
A

Sideways Drill Attack

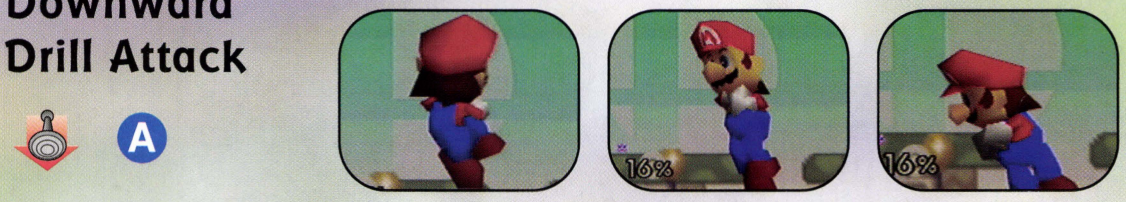
Reverse Flying Kick

Midair Kick

(center), A



Downward Drill Attack



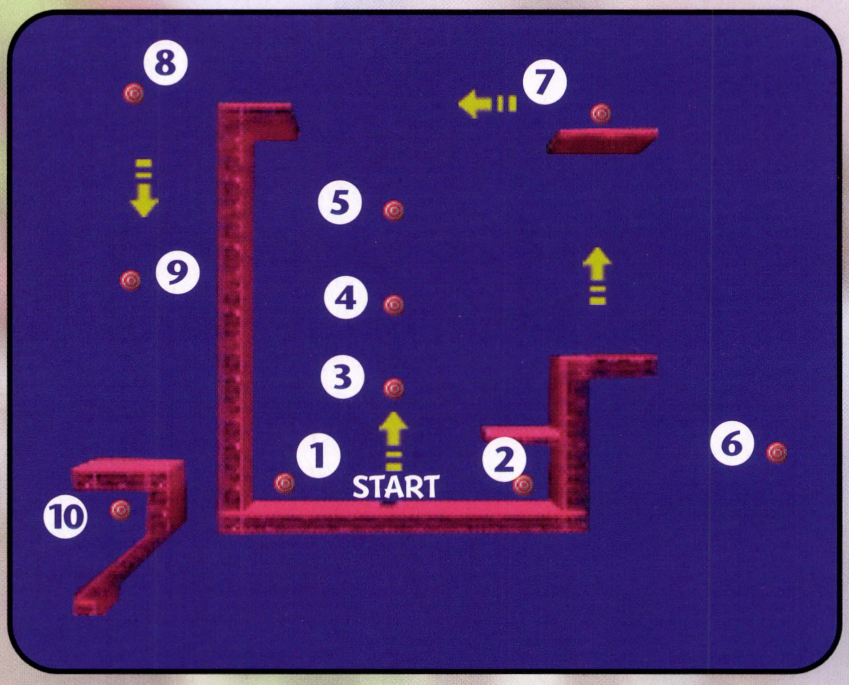
While Running

Slide Trip

or A

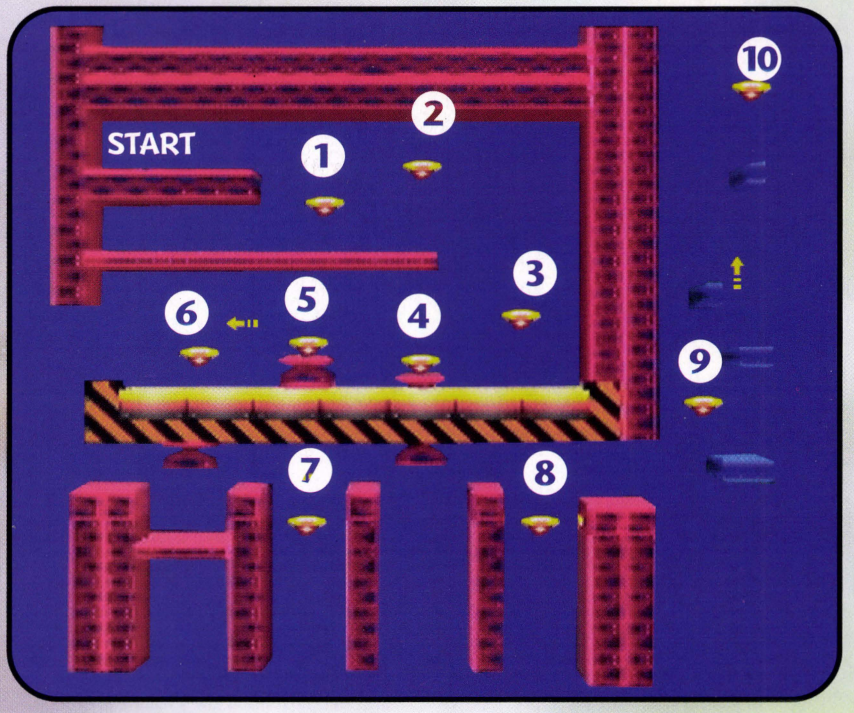
SUPER SMASH BROS.™

Bonus Level 1



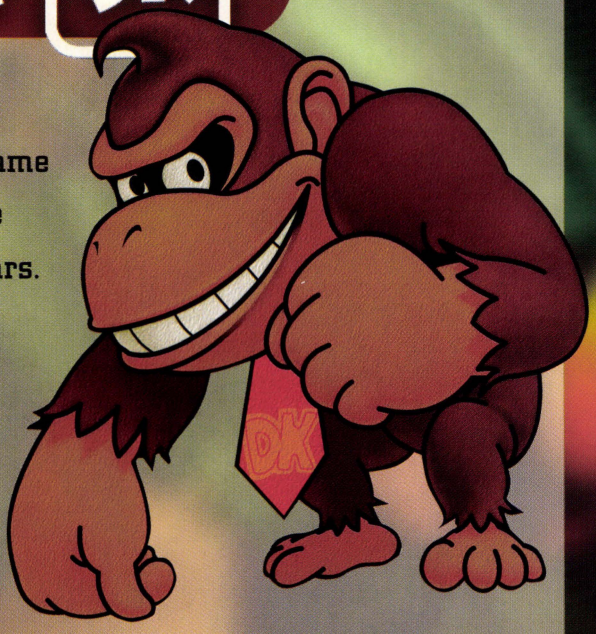
1. Throw a Fireball at the left target.
2. Turn right and throw another Fireball at the right target.
3. Jump Uppercut (+ B) the target.
4. Jump up and Jump Uppercut the higher target.
5. Double-jump and Jump Uppercut the highest target.
6. Turn right, jump on the steel platform, and then jump to the next one. Throw a Fireball that will fall and hit the target.
7. Double-jump up on the rising platform and punch the target.
8. Turn left and jump left. Then jump left, and Jump Uppercut to the left platform. Walk to the edge of the platform and face the target. Jump up and throw a Fireball on the way back down to hit it.
9. Walk off the ledge and fall into the target, kicking it as you descend.
10. Land on the platform. Walk off of the left ledge and Punch Uppercut into the target.

Bonus Level 2



1. Run to the right and fall off the ledge onto the first platform.
2. Jump to the right and land on the next platform.
3. Jump off the edge and fall to the third platform.
4. Turn left and jump to the platform as it rises out of the "lava."
5. Continue left, jumping onto the next rising platform.
6. Keep heading left onto the third rising platform.
7. Jump down over the black and yellow striped ledge and aim your fall to land on the steel platform below. Go right. Fall into the gap and jump up onto the next steel platform. When the moving platform allows, drop onto the lighted platform.
8. Jump up to the next steel platform and wait until the wall falls completely in front of you. As soon as it ascends, fall off the ledge and jump up to the next steel platform. Fall off and activate the lighted platform.
9. Continue to the right and jump onto the blue platform. Double-jump up to the lighted platform to activate it.
10. Double-jump up the stack of blue platforms, then double-jump and Jump Uppercut to reach the top blue platform. Be sure not to fall. Utilize your shadow so you don't fall and have to start from the bottom again. Then double-jump to reach the last platform.

DONKEY KONG

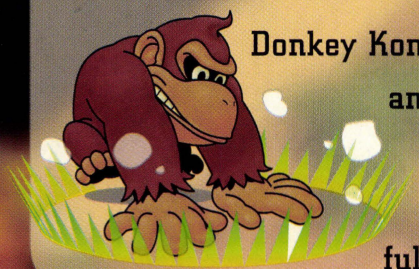


Like Mario, Donkey Kong jumped into video game stardom in the 1981 classic, *Donkey Kong*. He saw two arcade sequels the next couple of years. He was seen here and there on the NES and Super NES in bit roles, but his career got a jumpstart in the Rare-designed Super NES game, *Donkey Kong Country*. This isn't the first time Donkey Kong has shown up in an N64 game... remember *Mario Kart 64*?

In *Super Smash Bros.*, Donkey Kong is a big, slow, powerful character. He's a large target and easy to nail, so if you choose this big ape, you might want to adopt a more defensive, hit-and-run strategy. This will exploit Donkey Kong's superior reach.

If you press the B Button, Donkey Kong will wind up for a massive attack. Let him twirl his arm around for a couple of seconds; you'll know when he's ready to rip when his entire body glows and flickers a shade of yellow. Take aim on a poor victim and let loose by hitting the B Button. The reach on this punch is pretty extensive, too.

The Superspin is a halfway decent attack, but it's best to use it for saving yourself from falling off the ledge. Most players have a third jump, but Donkey Kong has this move that will let him hover over the playing field for a few seconds. Use this to maneuver yourself back onto a platform.



Donkey Kong is the only character that can walk while holding onto an opponent. Simply tap the control stick in the direction that you grabbed the player, and you'll heft him onto your shoulders. Carry him over to the ledge, but be careful because you can only hold on to him for a short period.

Basic Moves

Air Shove

Middle Punch

or

Light Middle Punch

(center),

Low Sweep

One-Two Combo

A A

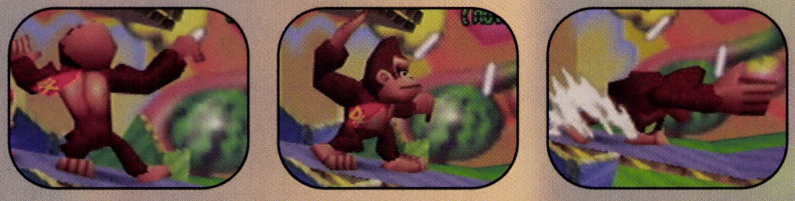
Air Clap

+ A

Super Slap

or

+ A



Ground Spin Kick

+ A

Superspin Attack

+ B

Charge Super Punch

or or

(center) + B

Release Super Punch

or or

(center) + B

Perform after first Charging Super Punch.

Ground Slam

+ B

SUPER SMASH BROS.™

Taunt

L

Donkey Kong throws his hands up in the air and growls.

Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z

Throws

Carry Victim

Grab, then

(Press R to throw)

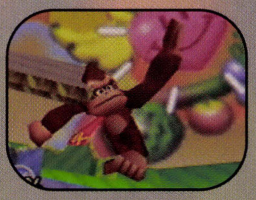
Back Throw

Grab, then

In Air

Air Shove

A



Flip Punch

A

Reverse Flying Kick

A

720 Punch

(center), A

Stretch Kick

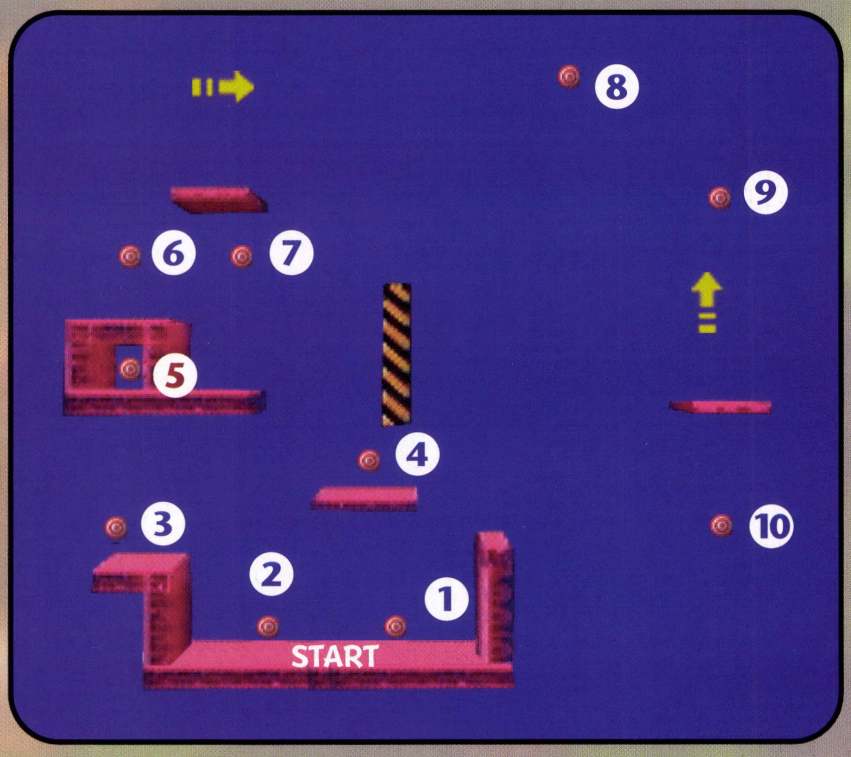
A

While Running

Foot Shove

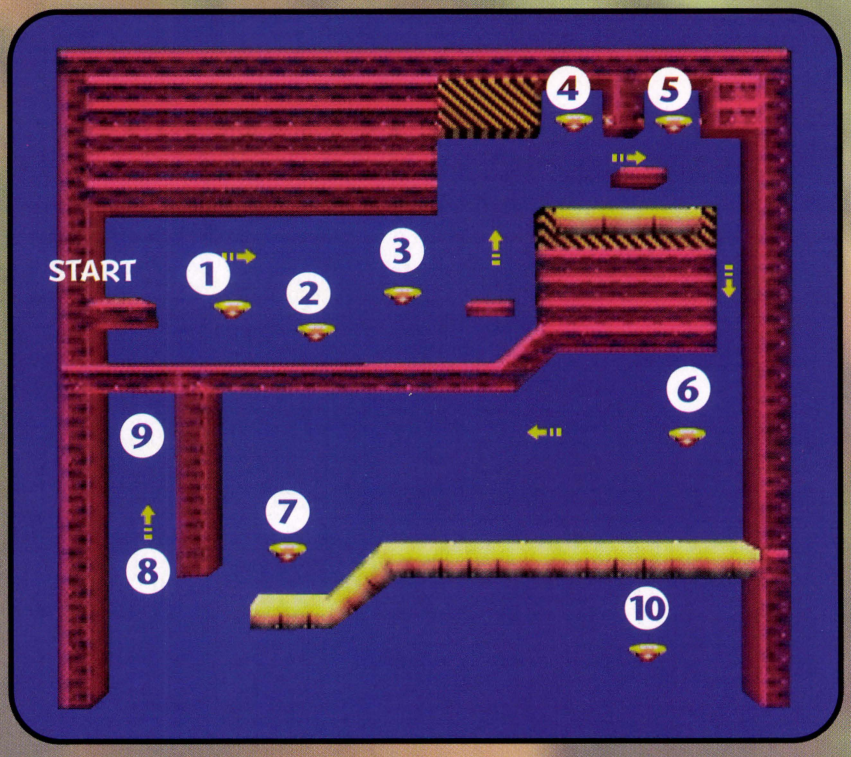
or A

Bonus Level 1



1. Punch the right target.
2. Turn left and punch the left target.
3. Double-jump up to the left platform. Punch the target.
4. Turn right and double-jump to the moving platform. Punch the target.
5. Turn left and double-jump up to the platform, avoiding the yellow/black barrier. Punch through the box and destroy the target.
6. Jump and Superspin Attack (+ B) the target.
7. Maneuver to the right as you're spinning and punch the target.
8. Double-jump up to the platform. Head right, and jump off the platform. Just before you fall, jump to the right again. At the top of the jump, pull off a Superspin Attack and hit the target.
9. Fall down to the platform. Double-jump up and Superspin Attack the target.
10. Roll off the platform and punch the target on the way down.

Bonus Level 2



1 Head right and jump on the first platform.

2 Jump to the next platform.

3 Here's an easy one: jump onto the next platform.

4 Double-jump up to the moving platform, and jump up to the sliding platform. Jump up through the first lighted platform and activate it.

5 Roll off the platform and land on the sliding platform. Jump up into the next lighted platform to activate it.

6 Roll off the platform, fall down the right gap, and maneuver yourself so you land on the platform below.

7 Face left, then jump. As you descend, jump again. On the second descent, perform a Superspin Attack (+ B) to reach the next platform.

8 When the moving platform is on its way up, fall off the left of the platform. Use the Jump and Superspin Attack to get to the next platform.

9 Double-jump and spin straight up to get the upper platform.

10 Fall off the platform on the right. Jump when you're past the wall, pushing right all the while to reach the next platform. Double-jump right and then Superspin Attack to reach the final platform.

LINK

Link is having a busy year. First, he has the starring role in the long-awaited *The Legend of Zelda: Ocarina of Time*. And now he wields his sword against the other Nintendo mascots in *Super Smash Bros.* What's next for this adventurous elf?

Link is a great character with trademark moves that are pretty darn powerful if you know how to use them. The downside is, some moves aren't as easy to pull off as other character's special attacks.

Link's Whirlwind Attack is a very versatile move. It's a powerful, wide swipe when you're standing on a platform. It nails anyone who would dare get near him on either side. And when you're in the air, performing it will give you an extra boost upward, almost a third jump.

For a long-distance attack, you can whip out Link's Boomerang and give it a throw by pressing the B Button. Like a real boomerang, don't fret if you miss; it makes a return trip and hits whoever gets in the way.

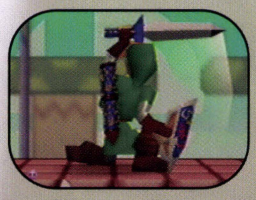
Link's Bomb is one of the tougher moves to pull off, mainly because it takes two different button hits to perform the move successfully. To bring out an explosive, press and B, but you'll have to get rid of it by pressing the appropriate button (A for a soft throw, B for a hard throw). If you just want to drop it in place, press and A. Be careful, though; anyone can pick up an unexploded bomb and use it against you.

SUPER SMASH BROS.™

Basic Moves

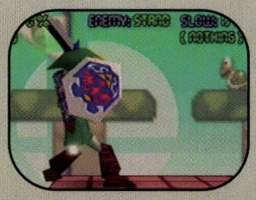
Air Swipe

A



Chop

or A

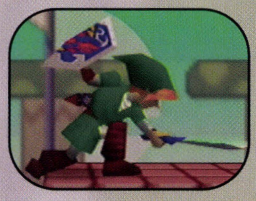


Mid-Swipe

(center), A

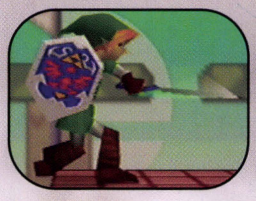
Low Slash

A



Triple Stab

A A A



Super Jab

A A A A

Triple Air Stab

+ A

Super Chop

or + A

Forward Back Low Slash

+ A

Whirlwind

+ B

SUPER SMASH BROS.™

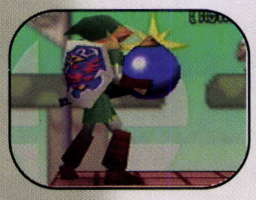
Boomerang

or or

(center) + B

Pull Out Bomb

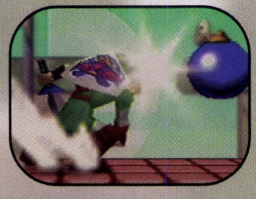
+ B



Hard Throw

+ B

After performing Pull Out Bomb move.



Light Throw

A

After performing Pull Out Bomb move.

Drop Bomb

+ A

After performing Pull Out Bomb move.

Taunt

L

Link lifts his right leg and strikes a pose, yelling "Hut!"

Grab

R (or A when blocking)

Perform when near and facing opponent.

NOTE:
Link actually has a greater reach with his Grab maneuver.

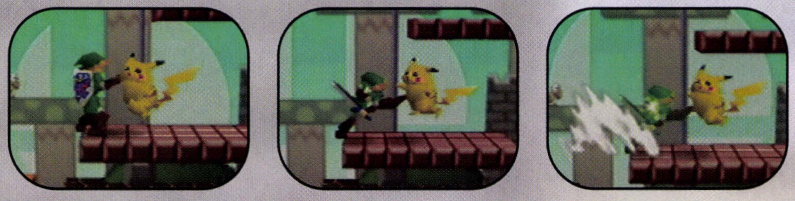
Block

Z

Throws

Forward Kick Throw

Grab, then



Backward Kick Throw

Grab, then

SUPER SMASH BROS.™

In Air

Point Up

A

Circular Swipe

A

Double Reverse Roundhouse Kick

A

Kick

(center), A

Downward Stab

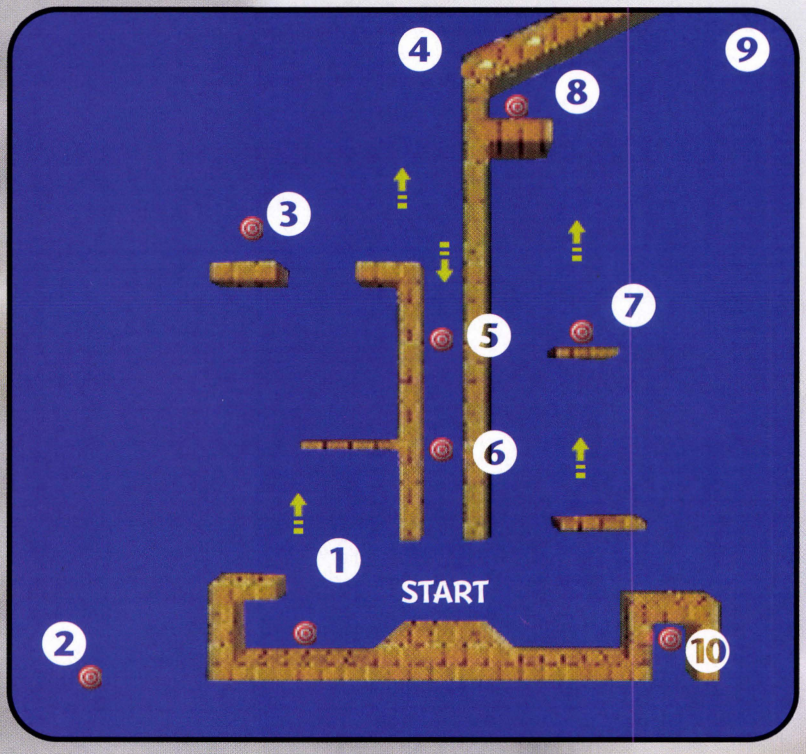
A

While Running

Charging Stab

or A

Bonus Level 1



1 Turn left and Slash the target.

2 Jump up onto the stone platform to your left and stand on the middle brick facing left. Pull out a Bomb and give it a Light Throw at the target.

3 Turn right and double-jump up to the platform, using a Whirlwind Attack (+ B) to get high enough. Double-jump up through the gap, using a Whirlwind Attack to Slash the target and to get up on the left platform.

4 Turn right and jump across the gap. Face left and throw a Boomerang angled down and to the left, into the gap. As soon as the Boomerang bounces back toward you, jump over it to the left. If done correctly, the Boomerang will curve upward and hit the target.

5 Walk right and fall down the gutter. Use a Downward Stab (+ A) to hit the target.

6 If you time it right, your Downward Stab will destroy the next target.

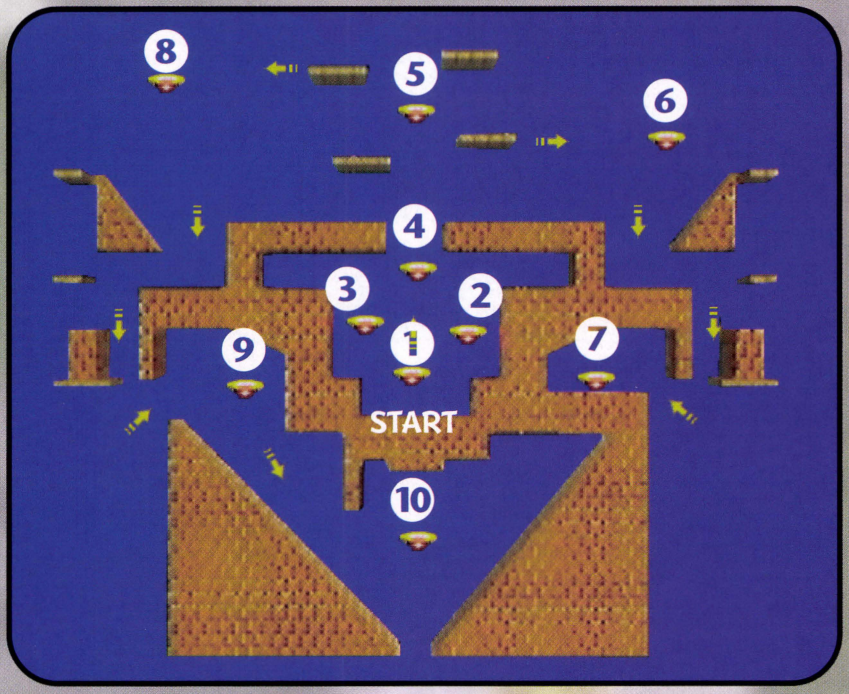
7 Land and turn right. Double-jump up to the stone platform floating left and right. Double-jump straight up and use the Whirlwind Attack to get up on the platform and destroy the target.

8 Double-jump straight up and Whirlwind Attack over to the platform. Land and destroy the target.

9 Turn right and jump off the platform, jump again, and Whirlwind Attack up and right to hit the target.

10 Fall all the way down onto the platform over the last target. Walk right and fall off the platform. Jump up and left; follow with a Whirlwind attack to hit the target.

Bonus Level 2



1. Jump up onto the first platform.
2. Jump right onto the next one.
3. Jump to the left platform. (Are we having fun yet?)
4. Double-jump to the small platform.
5. Double-jump straight up to a moving stone platform. Double-jump up to the center lighted platform.
6. Face right and fall down onto a stone platform, and double-jump right to the lighted moving platform.
7. Fall off to the right of the platform, down the slope. Fall off the edge and jump when you reach the arrow that's pointing up and left, using a Whirlwind Attack (+ B) to get an extra boost to the platform.
8. Go to the edge of the platform and wait for the right wall to slide to the right. Jump to the platform and work your way up with double-jumps. Make your way back to the rotating platform and let it carry you over to the left. Double-jump to the left moving, lighted platform.
9. Fall down the slope, move left, then fall off the ledge. Jump when you reach the arrow, and Whirlwind to reach the platform.
10. Walk off the right side of the platform and jump when you pass the wall. A Whirlwind Attack will get you onto the last platform.

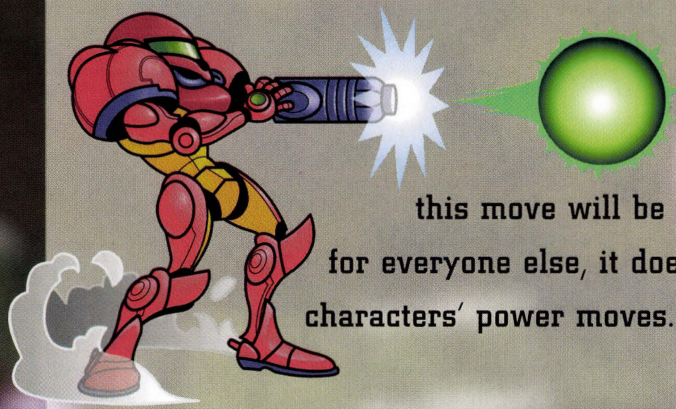
SAMUS

Samus hasn't seen any action at all on the N64. In case you missed the past *Metroid* games on the NES, Super NES, and Game Boy, Samus was the heroine (yes, that's a she) in those games. Maybe her new role as a fighter in *Super Smash Bros.* will give her N64 career a shot in the arm.

Samus is a great character for those who like cheese-ball moves. Her Superspin Attack is probably the most annoying in the entire game, especially if you're on the business end of it.

While you're in the air, you can curl up into a ball and drop a bomb on unsuspecting opponents. Just jump up and press ↓ and B to drop one out.

Samus's gun really packs a wallop, but you'll need to charge it up before you can really show off its power. Hold the B Button to boost the weapon. When you're glowing, let 'er rip with another tap of the B Button. If you get hit while you're charging, you don't have to start over again; the charge remains in the gun. Just hold B again to continue where you left off.



As mentioned above, Samus's Superspin Attack is a bit one-sided. Press ← and B, and anyone getting in the way of this move will be sucked in. Unfortunately for you, luckily for everyone else, it doesn't hurt nearly as badly as other characters' power moves.

Basic Moves

Downward Heel Kick

Middle Kick

Light Middle Punch

(center),

Low Sweep

Punch-Chop Combo

A A

Air Flame

+ A

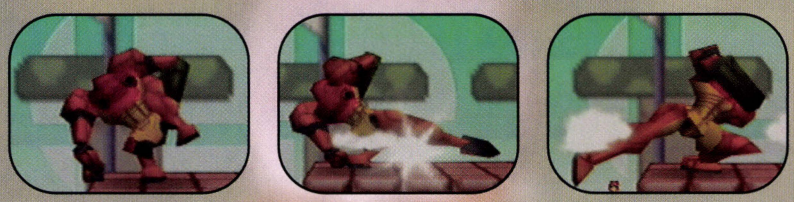
Super Jab

or

+ A

Super Low Sweep

+ A



Superspin Attack

+ B

Charge Shot

or or

(center) + B

Fire Shot

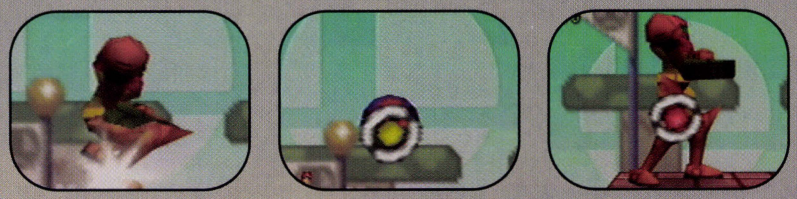
or or

(center) + B

Perform after Charging Shot.

Ball Bomb

+ B



SUPER SMASH BROS.

Taunt

L

Samus raises her blaster arm and shakes it menacingly.

Grab

R (or A when blocking)

Perform when near and facing opponent.

NOTE:
Samus actually has a greater reach with her Grab maneuver.

Block

Z

Throws

Forward Throw

Grab, then

Back Throw

Grab, then

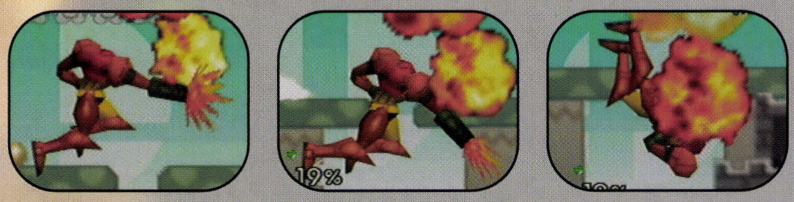
In Air

Upward Drill Kick

A

Flame Thrower

A



Reverse Roundhouse Kick

A

Kick

(center), A

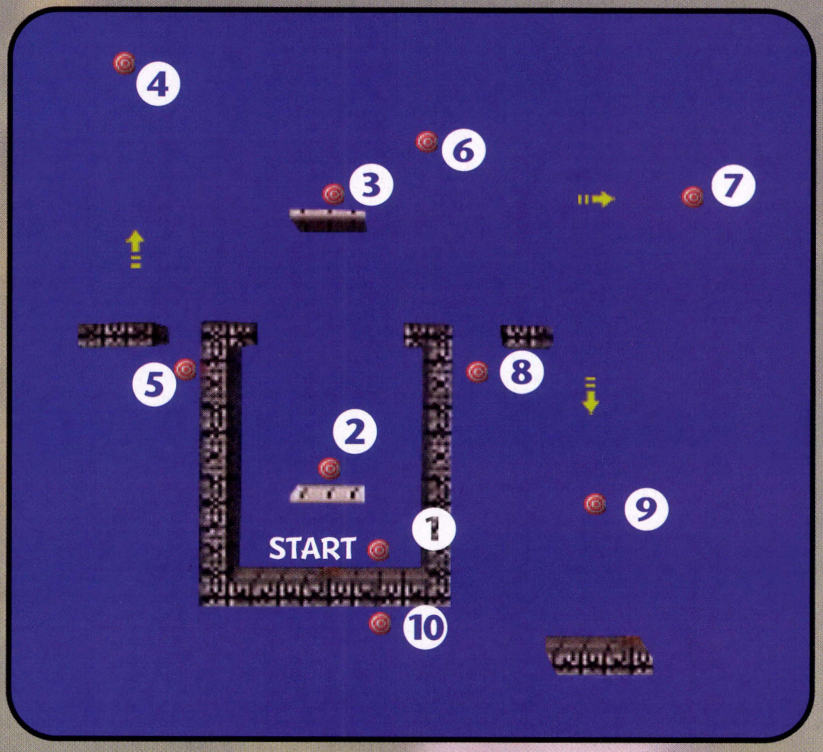
Low Shove

A

While Running

Shoulder Charge

Bonus Level 1



1. Kick the first target.
2. Jump up and kick the target on the platform.
3. Double-jump straight up onto the rising and falling platform, and kick the target.

4 At the highest point of the platform, turn left and jump, jumping again at the top of the arch. Kick the target.

5 Fall down onto the leftmost platform. Turn right, fall off the right ledge, and Superspin Attack (+ B) the target, getting up onto the right ledge.

6 Continue right and jump onto the rising and falling platform. Jump off to the right and kick the target.

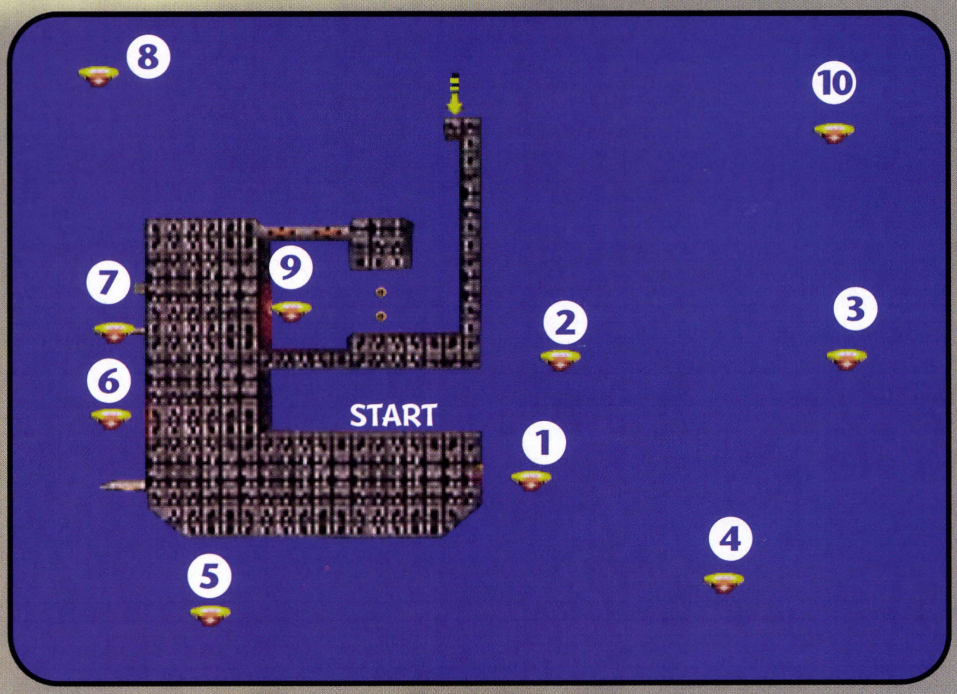
7 Land on the platform, and jump up. At the top of the jump, fire a shot to the right, hitting the target.

8 Fall off the right ledge, and Superspin Attack the target, getting up on the next platform.

9 Fall off the right ledge and kick the target on the way down. Land on the platform.

10 Turn left and fire a shot from your blaster at the last target.

Bonus Level 2



1. Run to the right and fall onto the first platform.

2. Double-jump up to the next platform.

3. Face right and double-jump to the far-right platform.

4. Walk off the left side of the platform and guide yourself onto the moving platform below.

5. When the moving platform reaches the leftmost point in its travel, double-jump to the left and Superspin Attack to get onto the platform.

6. Double-jump straight up, followed by a Superspin Attack. Keep jumping up as the platforms move downward, maneuvering to land on one of the lighted platforms.

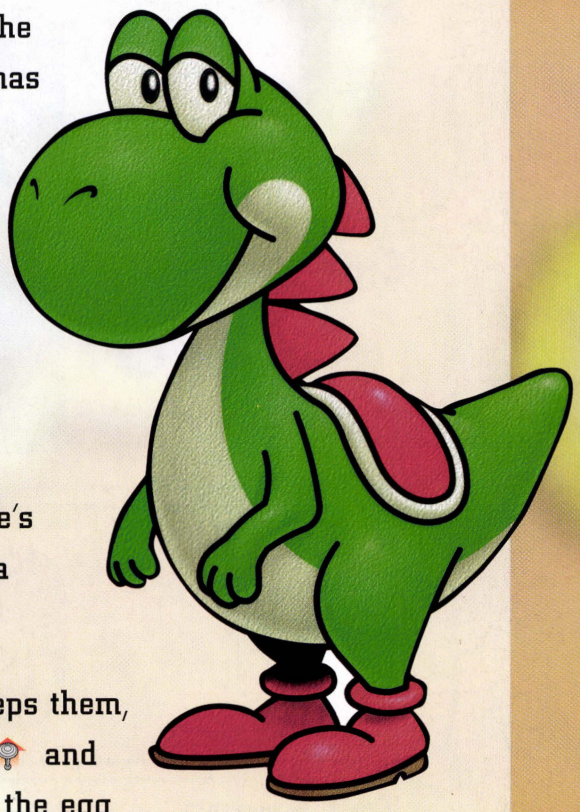
7. Continue jumping until you've landed on both lighted platforms.

8. Jump up to the upper platform. Double-jump and Superspin Attack to the platform.

9. Face right and make your way to the center portion of the level. Fall down the gap and block. Push left while blocking to roll through the bumper barricade. Jump up and light the platform.

10. Jump up and to the right, and walk to the very edge of the platform. It's a long jump, so you'll need to jump right, hit jump again as you begin to descend, and then Superspin Attack for a final boost to reach the last platform.

YOSHI



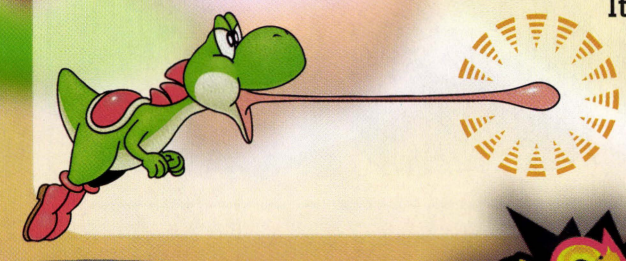
This green dinosaur isn't quite as old as some of the other characters in *Super Smash Bros.*, but Yoshi has had his fair share of games. His career started as a somewhat small role in *Super Mario World* on the Super NES, but he then spun off into his own series, *Super Mario World 2: Yoshi's Island*. He saw a sequel on the N64, *Yoshi's Story*, and you can relive some of that obnoxious cuteness in this fighting game.

Yoshi is a very strong character with two faults: He's cute as a button, and he's the only player without a "third jump" attack.

Yoshi has an endless supply of eggs. Where he keeps them, we'll never know. But take advantage of it—press ↑ and B to toss one. You can determine the direction of the egg by moving the control stick immediately after you pull out the egg. You can also set the power of the throw; quickly tap the button for a gentle throw, or hold the button down to give it a hefty hurl.

Watch out below! Yoshi can drop from the sky and stomp on any poor soul who manages to get under his giant sneakers. Just press ↓ and B, either in the air or while standing on the platform. But watch out below, you don't want to accidentally stomp off a platform.

If anyone gets in too close, show them who's boss—eat them. By pressing the B Button, you'll slurp in your opponent and squirt him or her out inside an egg. It doesn't do too much damage, but it is humiliating. And talented Yoshi players should master this move to squirt opponents out over a ledge for an easy kill.

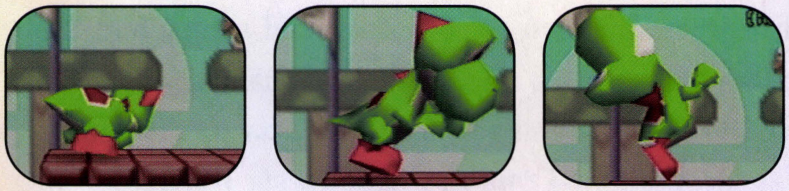


SUPER SMASH BROS.™

Basic Moves

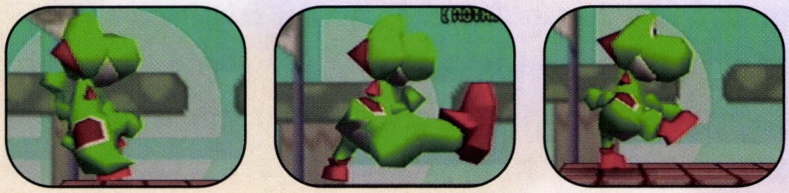
Snout Scoop

A



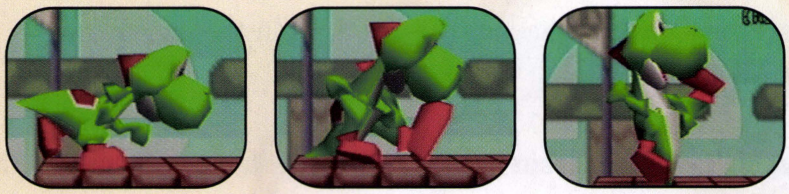
Side Kick

or A



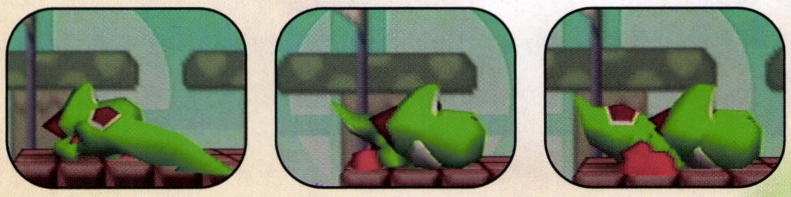
Middle Kick

(center), A



Tail Swipe

A



Left-Right Kick Combo

A A

Super Headbutt

+ A

Head Throw

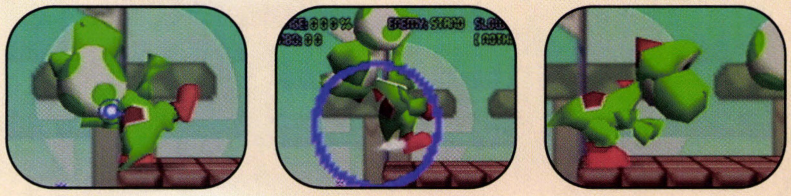
or + A

Double Tail Whip

+ A

Egg Throw

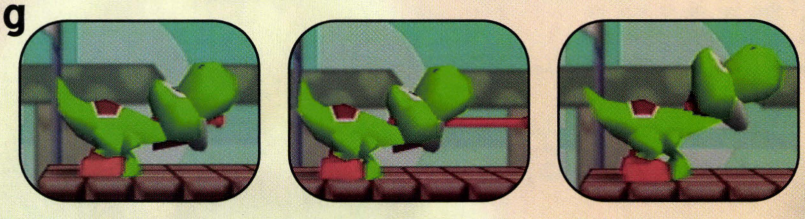
+ B



Swallow/Lay Egg

or or

(center) + B



Super Stomp

+ B

SUPER SMASH BROS.™

Taunt

L

Yoshi spins and then waves both hands, yelling "Yoshi!"

Grab

R (or A when blocking)

Perform when near and facing opponent.

NOTE:
Yoshi does not actually grab his opponents, but stuffs them into his mouth.

Block

Z

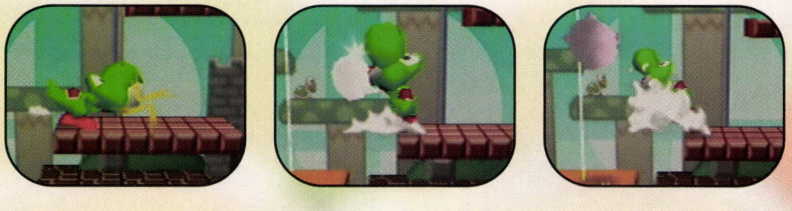
Throws

Forward Spit

Grab, then

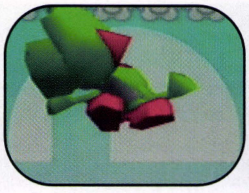
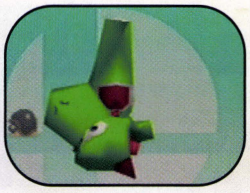
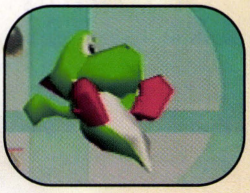
Back Spit

Grab, then

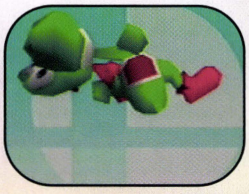


In Air

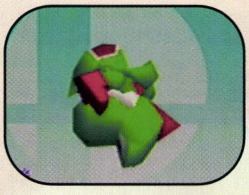
Upward Tail Whip

Downward Headbutt

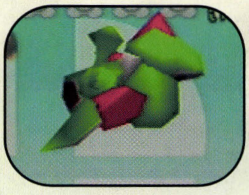
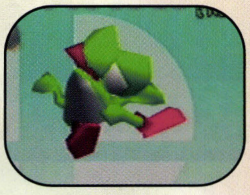


Reverse Kick



Midair Kick

(center),

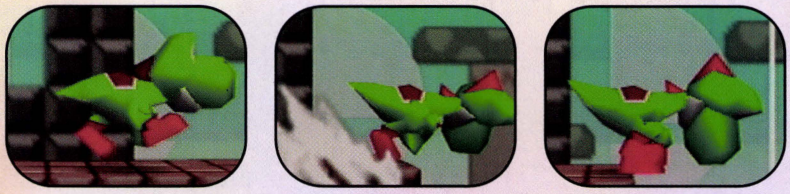



Bicycle Kick

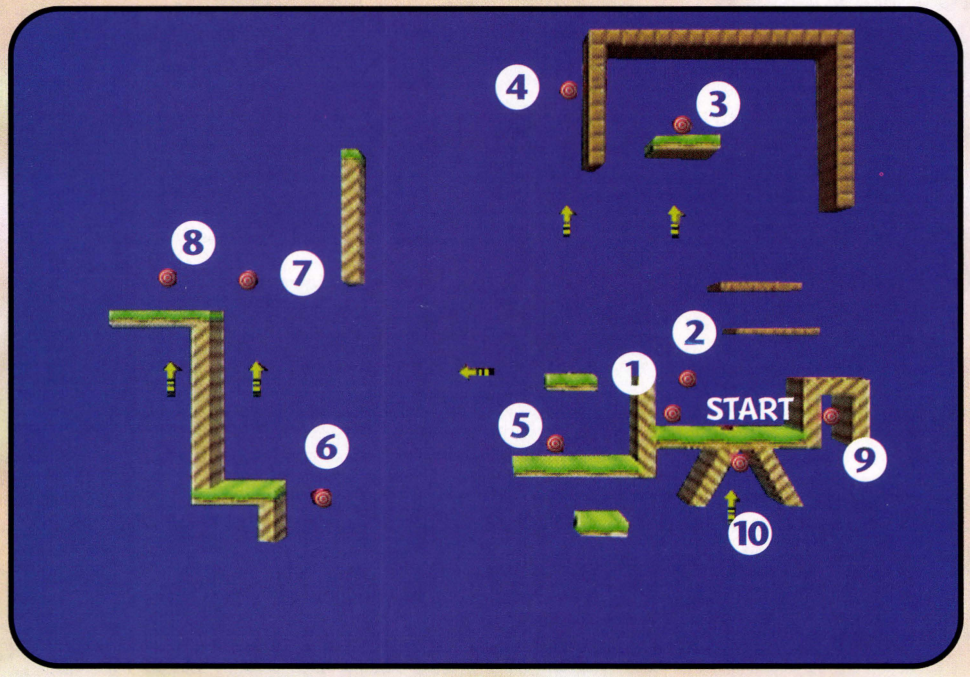
SUPER SMASH BROS.™

While Running

Running Headbutt



Bonus Level 1



1. Turn left and kick the target.

2. Jump up and kick the target.

3. Double-jump straight up through the platforms, then double-jump up to the grass platform. Kick the target.

4. Fall off the left ledge and maneuver beyond the wall, jumping after you get past the wall. Throw an egg up at the target (+ B).

5. Fall down to the platform and kick the target.

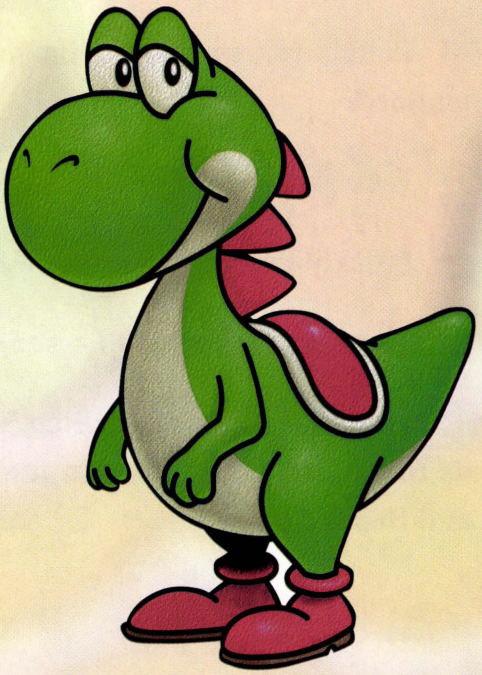
6. Turn left and double-jump over the gap. Turn right, and throw an egg at the target to the right.

7. Turn left and double-jump straight up. Throw an egg at the target.

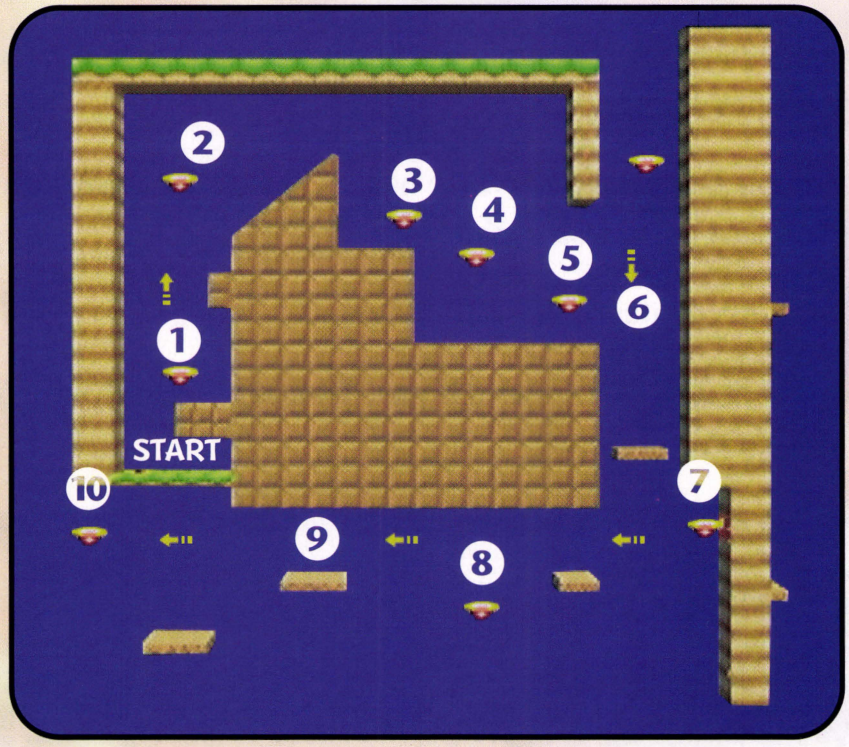
8. Land on the platform and double-jump straight up again. Throw an egg at the leftmost target.

9. Turn right, double-jump over the gap. Get over to the rightmost platform and stand at the edge. The following move is tricky: fall off the ledge to the right, pushing the control stick to the left. The instant you fall beyond the left wall, throw an egg up at the target.

10. Keep falling left and jump. At the highest point of your jump, throw an egg into the target.



Bonus Level 2



1. Double-jump straight up to the first platform.

2. Double-jump up to the moving platform and then to the next lighted platform.

3. Face right and double-jump over the slope, landing on the next platform.

4. Quickly jump right to the next platform.

5. The next platform is an easy jump to the right.

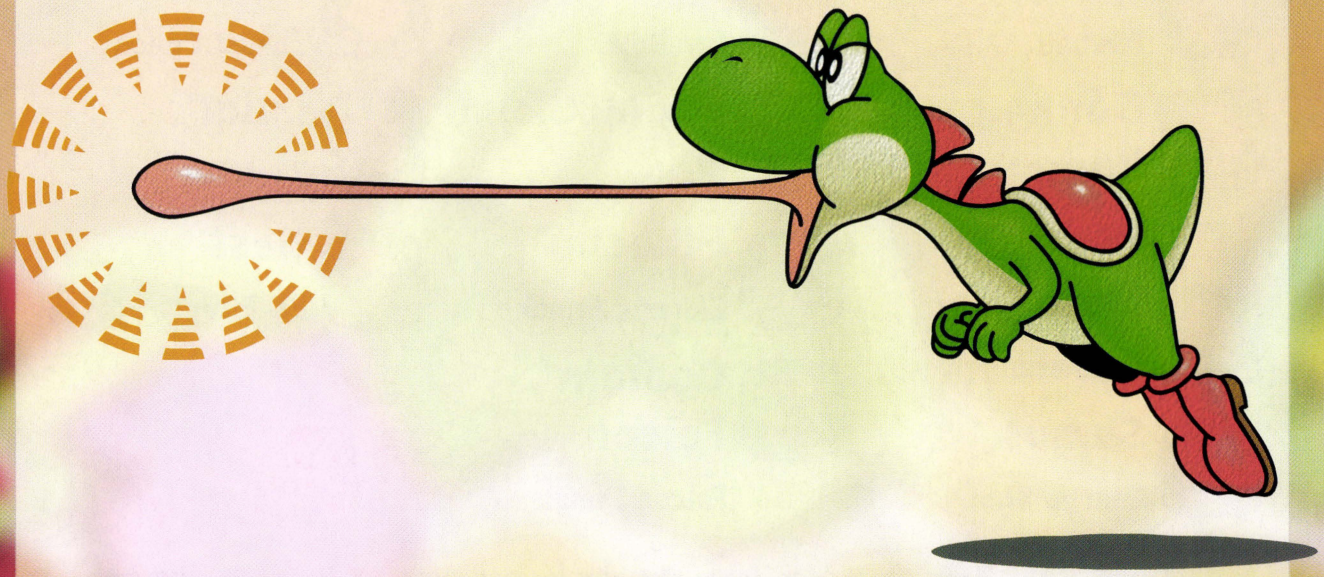
6. Wait and watch the falling platforms. Count four stone platforms; as soon as the fourth stone platform hits the bottom of the screen, jump to the right and Super Stomp (+ B) onto the lighted platform.

7 Jump to the right and land on the platform tucked away.

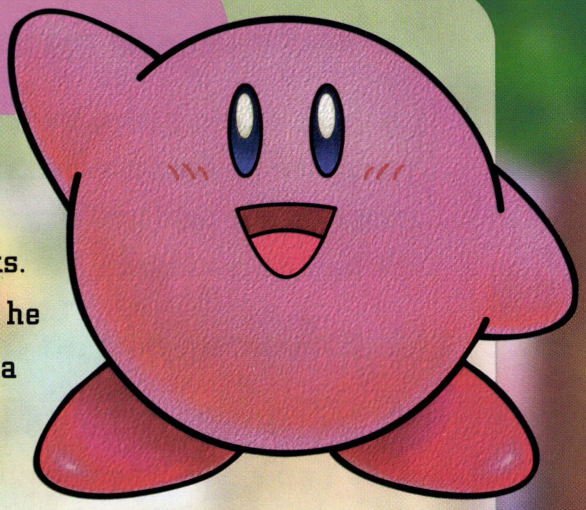
8 Turn left and jump across the gap, landing on the stationary platform. Watch the moving platforms and count two stone platforms. As soon as the second stone platform begins its trip downward, jump to the left and land on the lighted platform.

9 Immediately jump left and land on the next platform.

10 Double-jump left to the last platform, but make sure you don't accidentally jump through the grass platform. Otherwise, you'll have to make the trip back around again.



KIRBY



This is another Nintendo character that has yet to see an N64 game, until now. Kirby is a cute pink marshmallow-like blob who is tougher than he looks. In his past NES, Super NES, and Game Boy games, he could absorb enemies to take their special powers, a technique which is most certainly employed in *Super Smash Bros.*

Kirby doesn't have a double-jump. Instead, he floats upward in short bursts. It's better in some respects, since he can cover more area in the air.

Without a doubt, Kirby's trademark move is his strongest. By sucking in any opponent with the B Button, he can steal one of these characters' special attacks:

Mario
Fireball

Donkey Kong
Charge Punch

Link
Boomerang

Samus
Charge Shot

Yoshi
Swallow

Fox McCloud
Blaster

Pikachu
Electric Attack

Captain Falcon
Falcon Punch

Jigglypuff
Thrust Punch

Luigi
Fireball

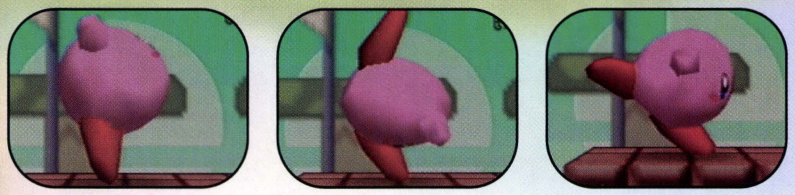
Ness
PK Fire

Almost like Yoshi, Kirby can drop from the sky by pressing ↓ and B. But he does it by turning into solid rock. He's well protected when he's a stone, but you'll eventually and automatically rise out of it. And you don't want anyone near you when that happens. Another downside to the Rock Drop is that you'll slide off of slanted platforms.

Basic Moves

Upward Kick

A



Slow Spin Kick

or

A

Jab

(center), A

Low Kick

A

Left-Right Punch Combo

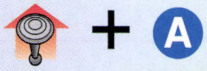
A A

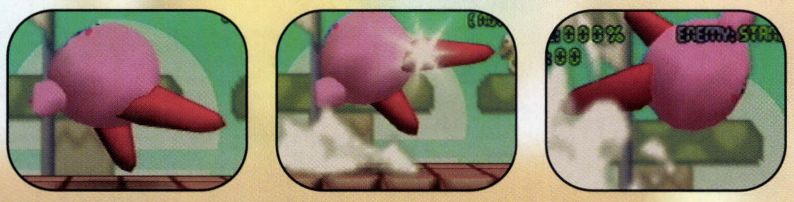
SUPER SMASH BROS.™

Lightning Punches

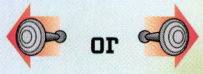
Tap A quickly

Flip Kick

 + A



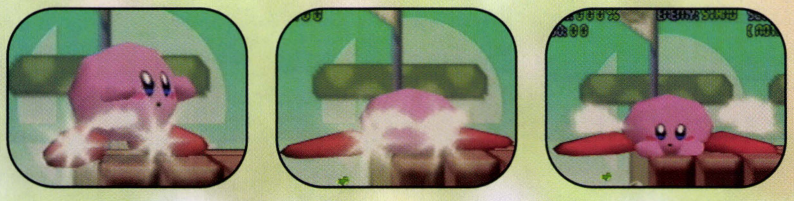
Thrust Kick

 or

+ A

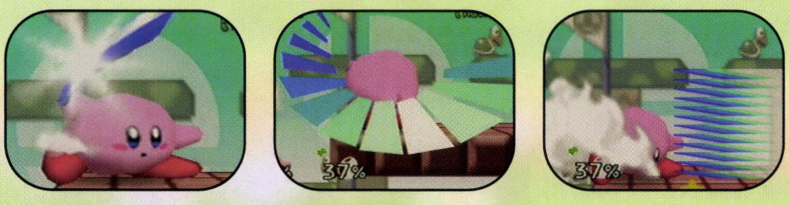
Squat Attack

+ A



Up/Down Sword Slice

+ B

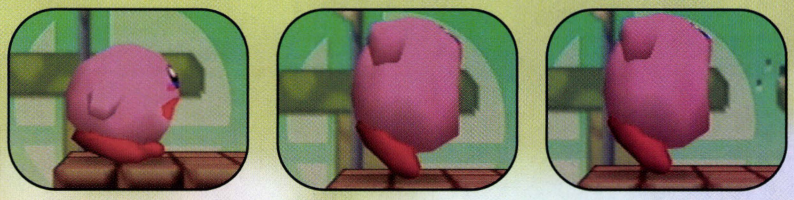


Inhale Enemy

or or

(center) + B

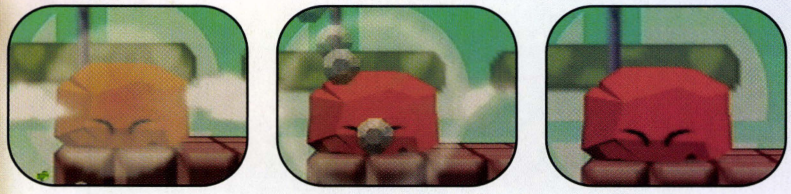
Press B again to steal power and spit out enemy.



Rock Drop

+ B

Press B again to return to normal.



Taunt

L

Kirby waves both arms and says, "Hi!"

Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z

SUPER SMASH BROS.™

Throws

Super Pile Driver

Grab, then

Reverse Pile Driver

Grab, then

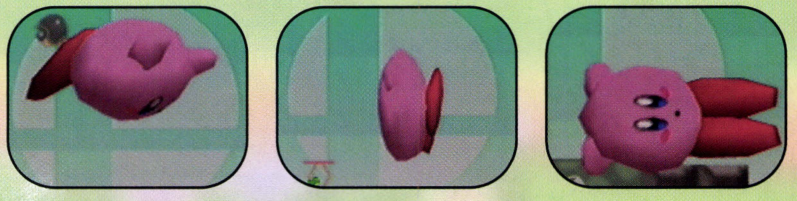
In Air

Pinwheel Attack

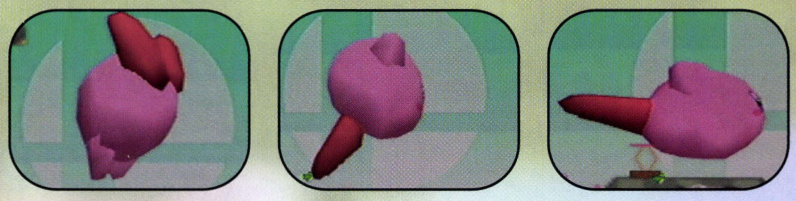
A

Spinning Kick

A



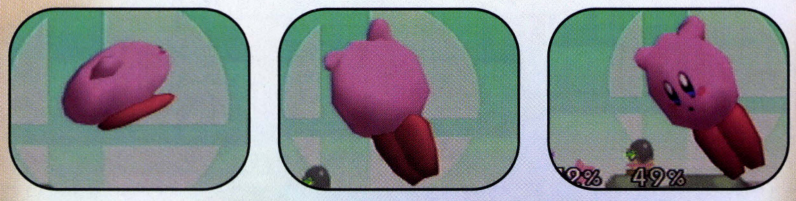
Reverse Flying Kick



Midair Kick

(center), A

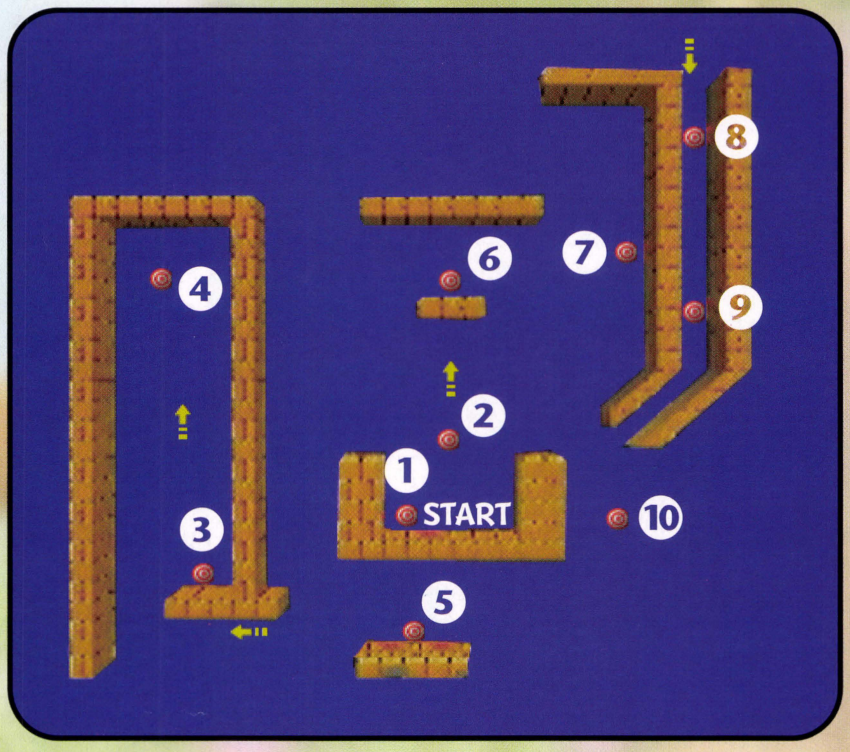
Downward Drill Kick



While Running

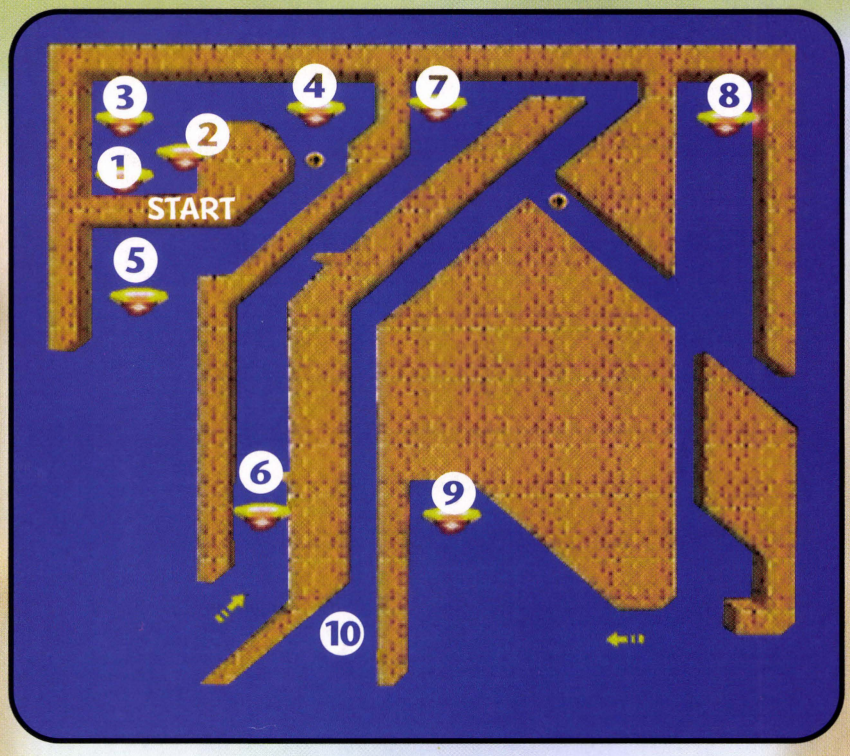
Diving Attack

Bonus Level 1



1. Turn left and punch the target.
2. Float straight up and kick the target.
3. Land on the left platform and fall off to the tiny lip protruding on the left. Turn right, fall off the platform, and head left, floating up to the next ledge. Hit the target.
4. Face left, and float up to the highest point, then do an Up/Down Sword Slice (+ B) to hit the target.
5. Walk left off the ledge, then float over to the moving platform. Hit the target.
6. Face left and jump up onto the tiny ledge. Turn right and float up to the middle platform. Hit the target.
7. Walk right on the platform and jump. Kick the target, and turn left, floating back to the platform.
8. Jump up and float to the upper platform. Turn right and jump/float to the right ledge. Jump over the gap and Rock Drop (+ B) into the gutter. As you fall, you'll hit one...
9. ...two...
10. ...three targets.

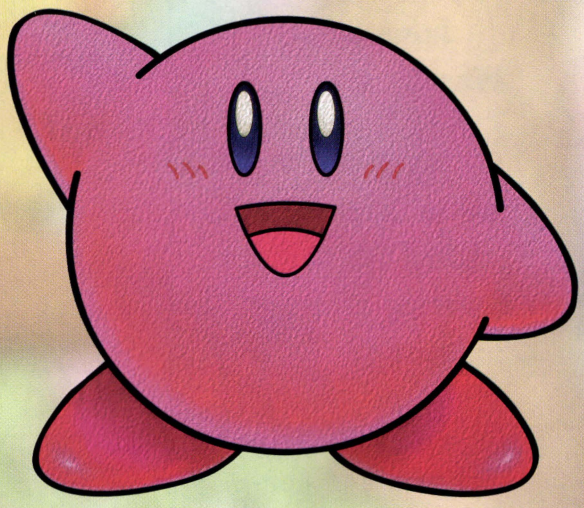
Bonus Level 2



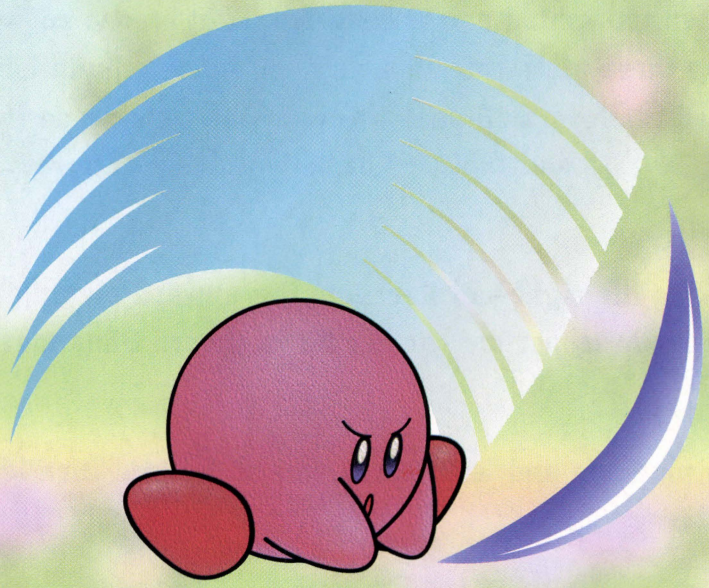
1. Jump left.
2. Jump right.
3. Jump left. (Whee!)
4. Jump across the gap to the right and land on the platform hovering over the bumpers.
5. Jump off the platform and perform a Rock Drop (+ B) through the bumpers. You'll slide down to the edge of the slope. You will see a series of three moving platforms with a lighted one in-between. Wait on the edge until you see the bottom of the three platforms emerge, then quickly jump left. If you time this right, the lighted platform will pass through you. Quickly perform a Downward Drill Kick (+ A), and that will drive you down onto the platform.
6. Immediately jump off to the right and float into the upward-sloping alley. When you run out of float power, perform an Up/Down Sword Slice move to land on the platform.
7. Jump on the moving platform and let it carry you to the top. Turn left and jump on the lighted platform.

8 Go back to the right and Rock Drop into the next slope. You will pass through a bumper and slide down another slope before returning to normal. Walk to the edge and jump up, floating to the right. Perform an Up/Down Sword Slice move to land on the platform.

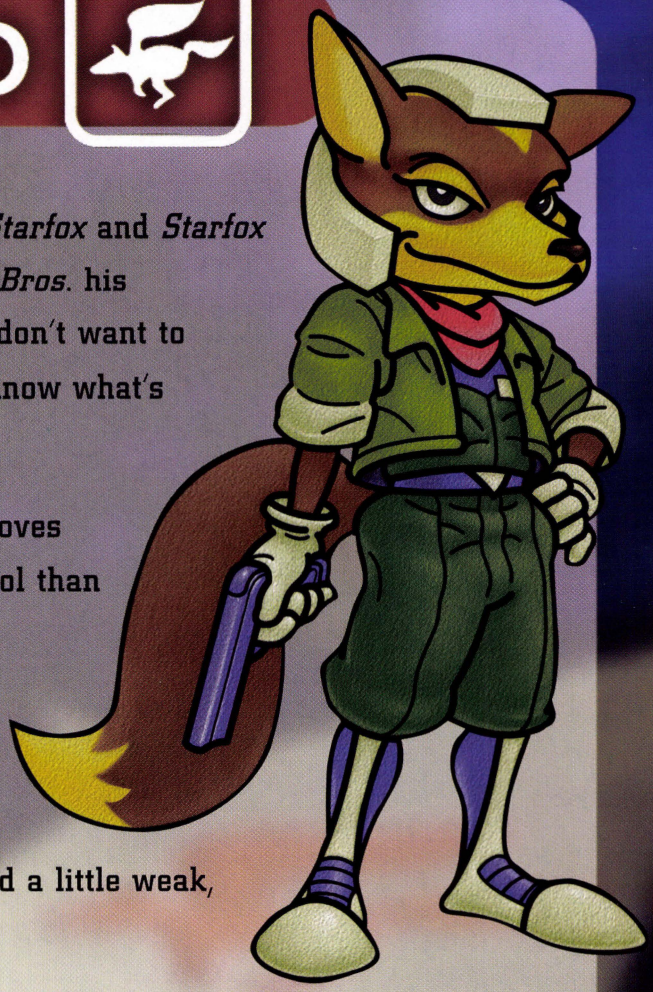
9 Drop off the left side of the platform and fall straight down to the bottom of the level. Be sure to push left when the corner cuts out on the left wall. As soon as you reach the notch in the wall, jump and float to the left. At the moment you run out of float power, pull off a Sword Slice move to land on the platform.



10 Fall off the right side of the platform and float over to the left. Float up and land on the final platform.



Fox McCloud

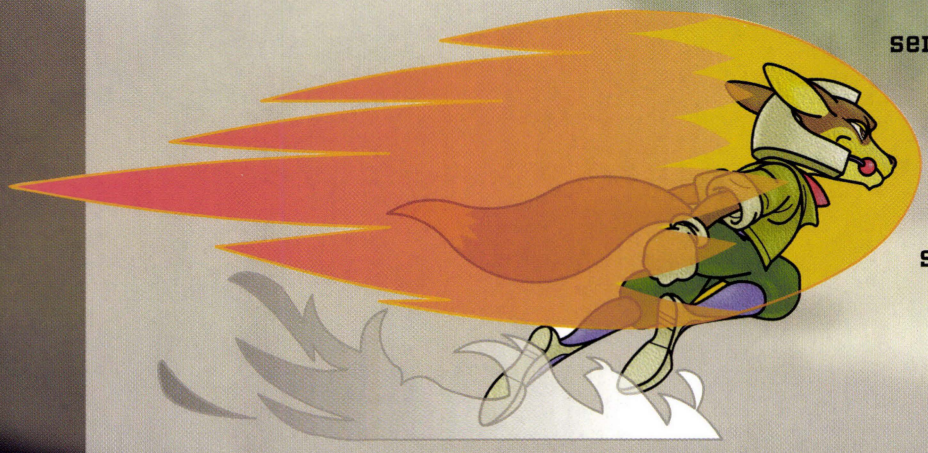


Fox is the main hero and team leader from *Starfox* and *Starfox 64*, and he brings with him to *Super Smash Bros.* his quickness, his agility... and his blaster. You don't want to be on the business end of that thing, if you know what's good for you.

Fox is an intermediate level character. His moves are powerful, but he's a bit clumsier to control than many of the other fighters in the game.

Who says you shouldn't bring a gun to a fistfight? Fox's blaster is good for enemies who don't like to play up-close and personal. Just press B to pull it out. It's a bit slow and a little weak, so don't depend solely on it.

One of Fox's most unique abilities is his power to deflect projectile attacks. When you press and B, a blue shield will surround Fox, and any bullet, fireball, or egg will ricochet off the shield and careen in another direction. It's purely defensive and serves no attacking purpose other than having a projectile bounce off you and possibly into someone else.

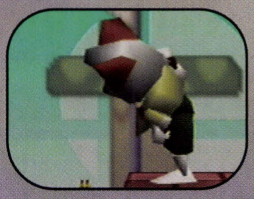
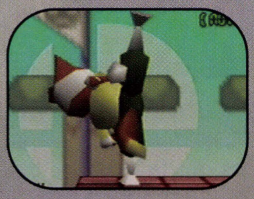


SUPER SMASH BROS.™

Basic Moves

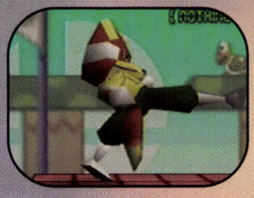
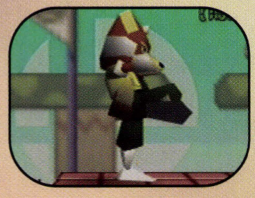
Sky Kick

A

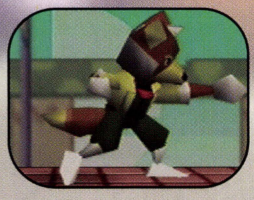
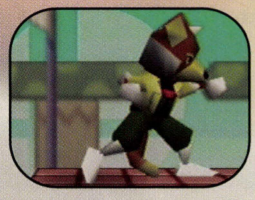
Middle Kick

or A

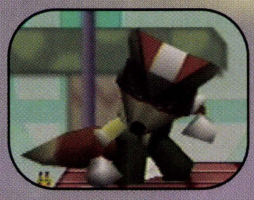
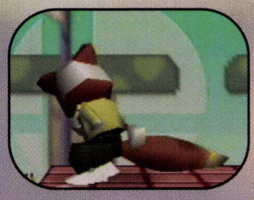
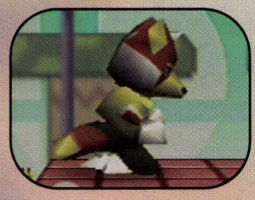
Punch

(center), A

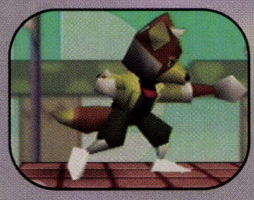
Tail Swipe

A

Left-Right Punch Combo

A A



Lightning Kicks

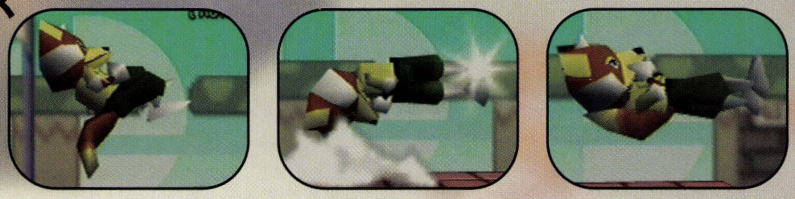
Tap A quickly

Flip Kick

+ A

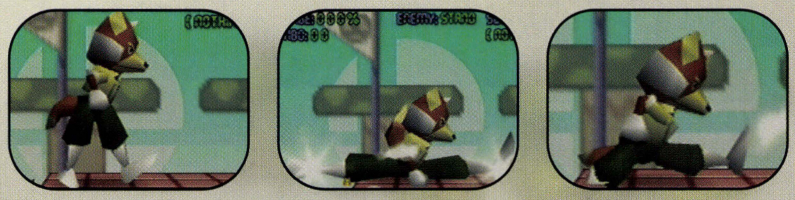
Jumping Drill Kick

or + A



Split Kick

+ A



Jetpack Attack

+ B

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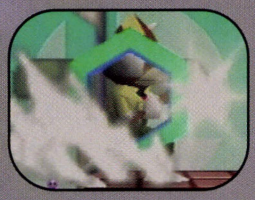
Laser Blast

or or

(center) + B

Deflect Attack

+ B



Taunt

L

Fox crosses his arms and turns away in disgust and says, "Humph!"

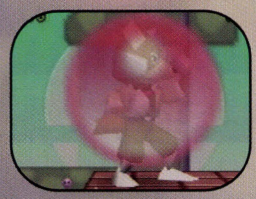
Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z



Throws

Forward Throw

Grab, then

Backward Throw

Grab, then

In Air

Side Flip Attack

A

Spinning Kick

A

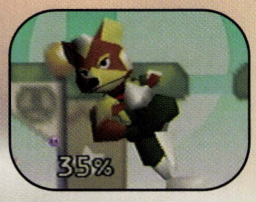
SUPER SMASH BROS.™

Split Kick

Side Kick

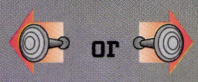
(center),

Downward Drill Kick

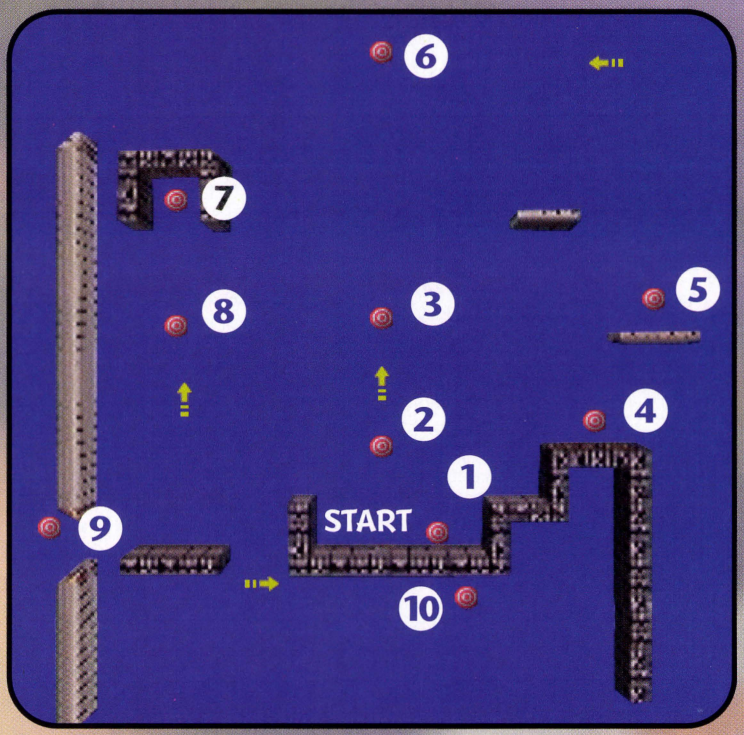


While Running

Running Kick



Bonus Level 1

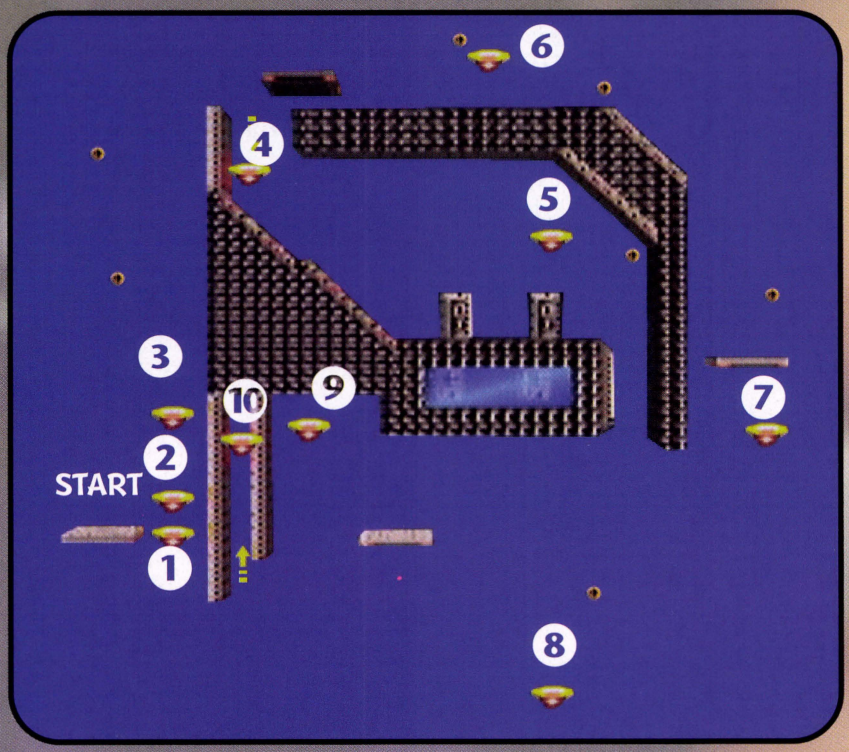


1. Turn right and shoot the target.
2. Jump straight up and kick the target. Land back on the platform.
3. Double-jump straight up and Jetpack Attack (+ B) the upper target.
4. Turn right and jump up the "staircase," kicking the target at the top.
5. Double-jump up to the moving platform, kicking the target.
6. Turn left and double-jump to the higher platform. Double-jump up and left to Jetpack Attack the target.
7. Fall off either ledge, and jump into the cubby with a Jetpack Attack, hitting the target.
8. Fall straight down, then double-jump up and Jetpack Attack the target.

9 Land back on the platform, turn left and blast a shot through the gap in the wall, hitting the target (you'll need to time the shot).

10 Turn right and run off the right ledge of the platform. As you fall, jump right, then Jetpack Attack into the target.

Bonus Level 2



1 Run to the right and step on the platform.

2 Jump up to the next platform.

3 Double-jump up to the next platform.

4 Turn to the left and jump to the rising platform. Move left to avoid the first bumper, move right to avoid the second. Fall off the platform when it begins to move to the right, and land on the platform below.

5 Slide down the slopes and double-jump to the platform with a Jetpack Attack to reach it.

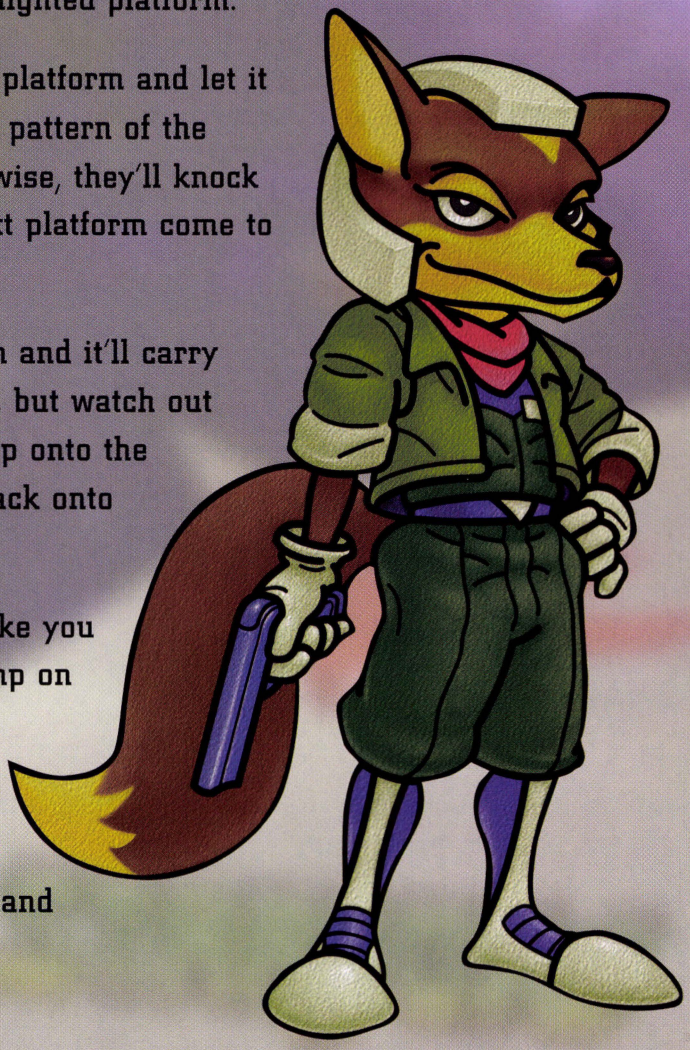
6 Head back to the left, double-jumping up the slope to the previous platform. Wait for the next moving platform, and jump on it. As it moves across, jump over the bumpers. Jump on the lighted platform.

7 Jump back onto the moving platform and let it carry you downward. Watch the pattern of the bumpers and avoid them; otherwise, they'll knock you off the platform. Let the next platform come to you.

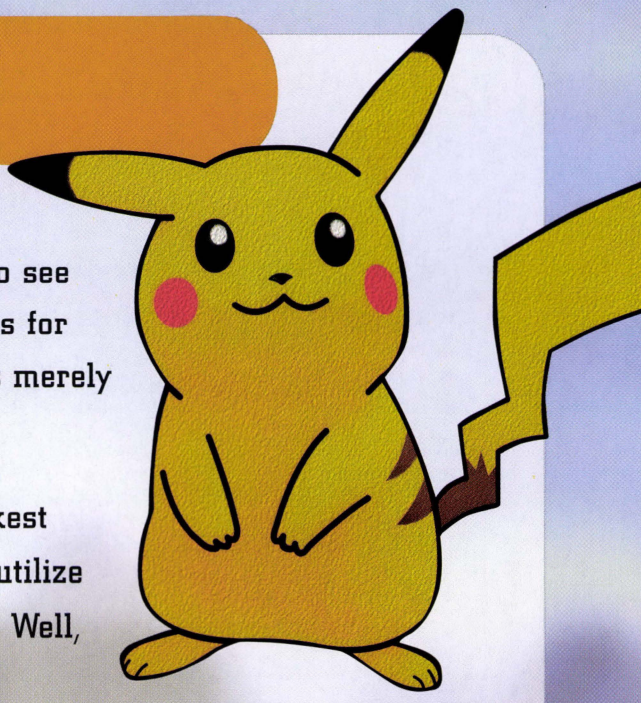
8 Jump back onto the platform and it'll carry you to the next lighted platform, but watch out for the well placed bumper. Jump onto the platform and immediately get back onto your ride.

9 The moving platform will take you to the next lighted platform. Jump on it and fall back to the moving platform.

10 Finally, double-jump and Jetpack Attack up the gutter to land on the last platform.



PIKACHU



Pikachu is the newest addition to the Nintendo lineup, but this isn't the last time you're going to see this cute electric mouse. Nintendo's got big plans for this Pokémon on the N64. *Super Smash Bros.* is merely a starting block to its console career.

Pikachu is small and cute, but it's also the quickest character in *Super Smash Bros.* If you learn to utilize its Zap Jumps, nobody will be able to touch you. Well, almost nobody, anyway.

The Zap Jump is Pikachu's best escape. Simply press ↑ and B, and you'll zap upward. While in the middle of the jump, immediately push the control stick in another direction, and Pikachu will zap in the same direction of motion. Pikachu moves awfully quickly, so you'd better be even quicker on the control stick.

Pikachu has a lot of electricity stored up, so don't be afraid to let loose with a few zaps. When you press B, Pikachu will throw a ball (more noticeable when you're jumping in the air). Once the ball hits a platform, it'll slink across the playing field and (hopefully) hit the player you were aiming at.

Pressing ↓ and B will summon a lightning bolt that will shoot down from the heavens. If there are no platforms in the way, it'll hit Pikachu and billow a bit outward, zapping anyone in the vicinity. If there's a platform above, anyone in the way will get nailed, as well.

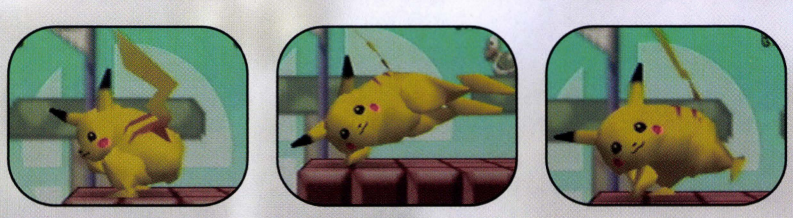
Basic Moves

Tail Attack

A

Two Feet Kick

or A



Quick Head Butt

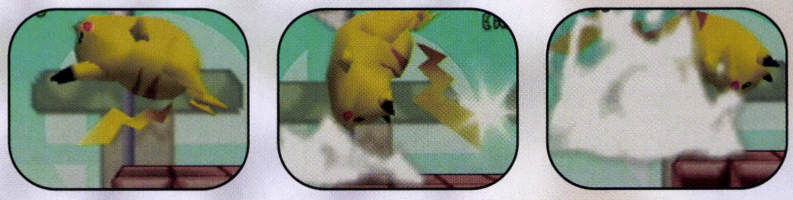
(center), A

Low Tail Swipe

A

Flip Kick

+ A



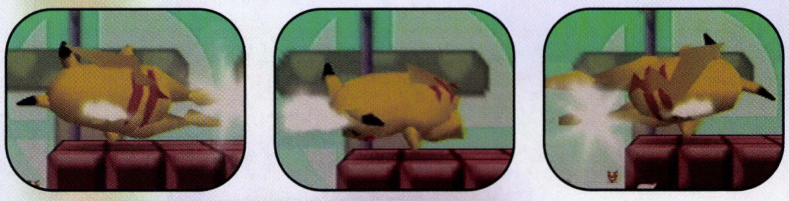
SUPER SMASH BROS.™

Close Electric Attack

or + A

Double Two-Feet Kick

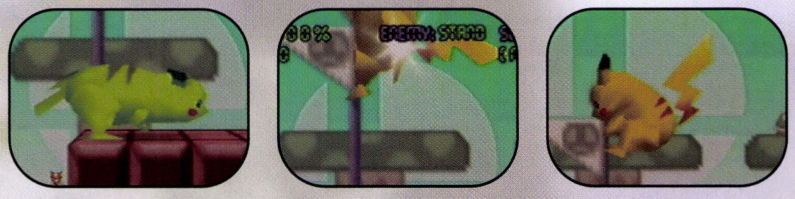
+ A



Zap Jump

+ B

Push control stick in another direction during the jump for a second jump.



Electricity Attack

or or

(center) + B

Lightning Bolt

+ B

Taunt

L

Pikachu stands on its tiptoes and waves its arms, screaming, "Pika, PIKA!"

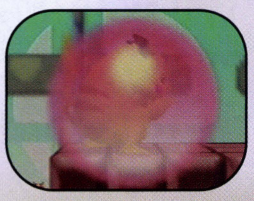
Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z



Throws

Forward Flip Throw

Grab, then

Shocking Backward Throw

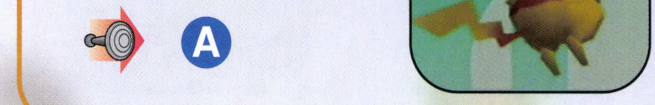
Grab, then

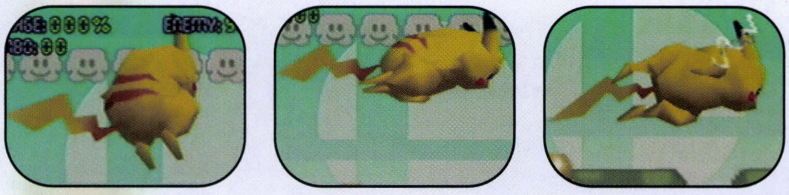
In Air

Tail Attack

SUPER SMASH BROS.™

Drilling Headbutt





Reverse Side Kick

Midair Kick

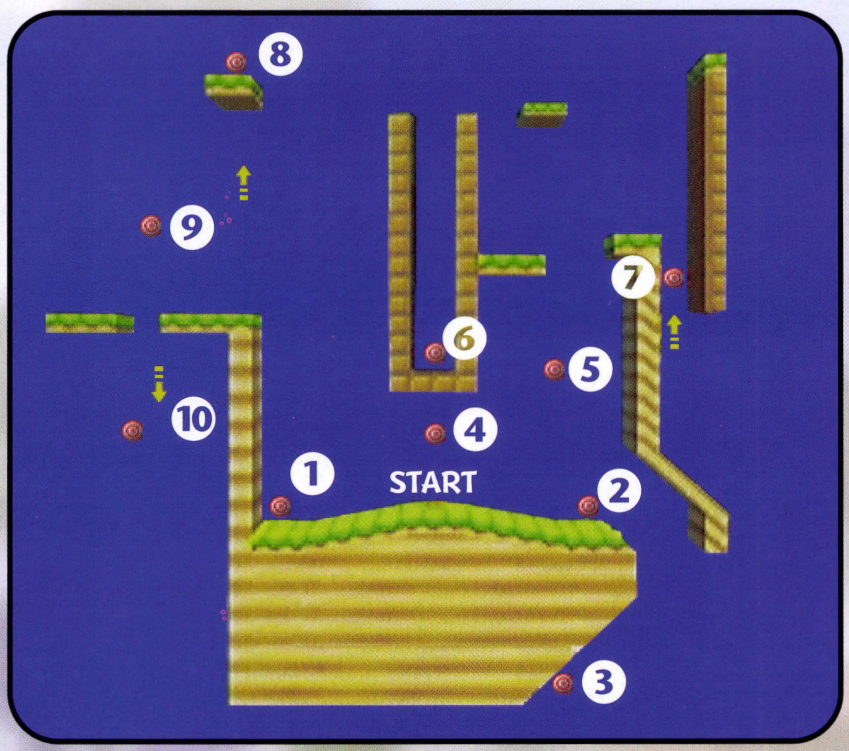
(center),

Downward Drill Attack

While Running

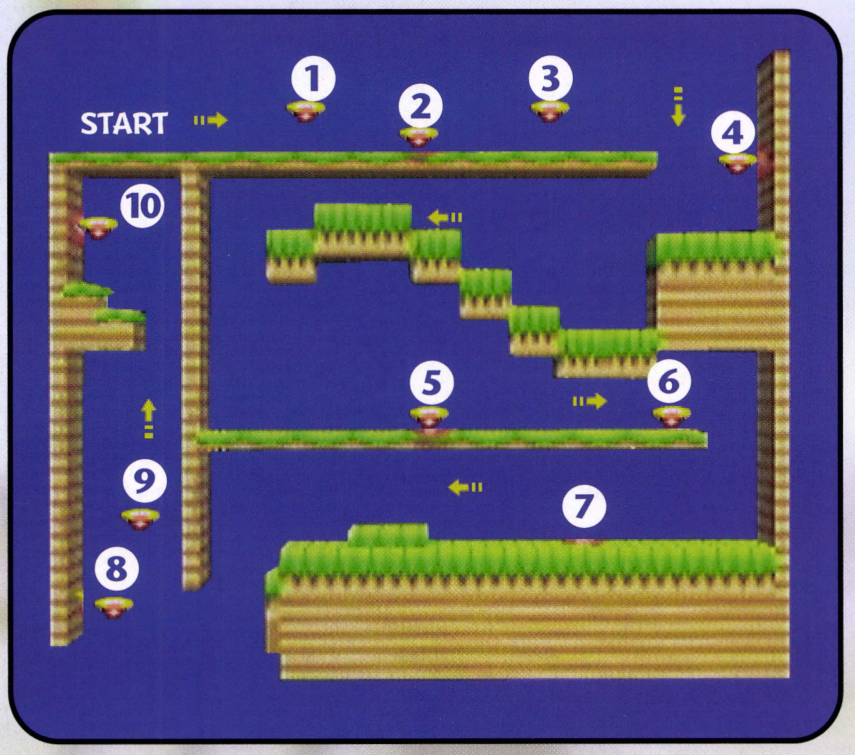
Diving Headbutt

Bonus Level 1



1. Throw Electricity Attack (B) at the left target.
2. Turn right and throw another Electricity Attack at the target.
3. Throw one more Electricity Attack to the right, letting it slink down the wall to hit an unseen target.
4. Jump straight up and kick the target.
5. Double-jump to the right and land on the grass platform. Kick the target.
6. Double-jump to the next platform. Face the left wall and fire an Electricity Attack. It will slink up the wall into the "well" and hit the target.
7. Turn right and jump to the next platform. Stand in the middle facing right, and fire an Electricity Attack to hit the target.
8. Turn left and double-jump up to the next platform. Double-jump over the well to the left platform. Kick the target.
9. Fall off the left side of the platform and kick the target as you descend, landing on the left platform.
10. Turn right and jump over the gap. As you are airborne, unleash a Lightning Bolt (+ B). If you time this right, the Lightning Bolt will shoot down into the gap and hit the target.

Bonus Level 2



1. Run like crazy to the first platform on the right and jump onto it.

2. Jump to the next platform.

3. Jump to the next platform. (It can't be this easy, can it?)

4. Hey, jump to the next platform.

5. Turn to the left and maneuver your way over the following platform. Fall down and run to the right, and jump on the next platform.

6. Keep running to the right and touch the next platform (sheesh, some Pokémon have it easy).

7. Fall down the next gap, turn left and jump over the quickly moving platforms until you see the lighted platform you seek. Time a jump so you can land on this platform.

8. Run to the left and jump off the ledge, falling to the left. Jump in the air to the next platform.

9. Double-jump up to the next platform.

10. Double-jump straight up. At the top of your jump, Zap Jump straight up, then continue the Zap Jump to the upper left to land on the platform.

CAPTAIN FALCON

Captain Falcon's claim to fame lies with the *F-Zero* series. The spirited racer is known and loved for his relentless racing skill and aggressive, if not fearless, driving tactics. The ever so dashing character recently put his vehicle-handling expertise to the test in Nintendo's updated 64-bit incarnation of *F-Zero*, and to be quite honest, he never looked better.

Captain Falcon moves and jumps around very similarly to Samus, so if you've learned her techniques, you'll feel comfortable giving this guy a spin.

Pressing B will let loose his semi-egotistical Falcon Punch, a slow but powerful flaming attack that will knock all but the strongest characters senseless. Take caution when using this attack. Because he pulls back before thrusting, he leaves himself open to attack for a brief moment or two.

Captain Falcon's Drop Kick (+ B) is a huge flaming kick that looks like it inflicts more damage than it actually does. That's the price you pay for an attack that moves quickly.

His Super Jump Attack not only is good to use as a second midair leap, but it's also a great attack for anyone who gets in your way. Just press and B, and anyone who gets in your jumping path will be grabbed and thrown accordingly.

Basic Moves

Downward Heel Kick

A

Middle Kick

or

A

Light Middle Punch

(center), A

Low Sweep

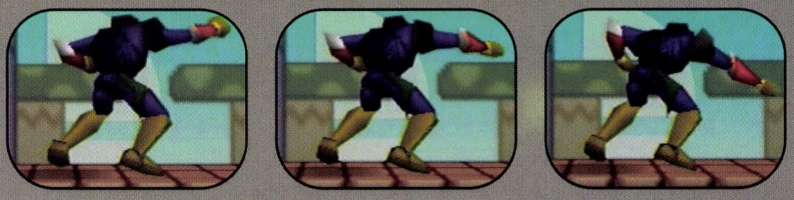
A

Punch-Punch-Knee Combo

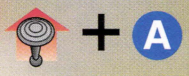
A A A

Lightning Punches

Tap A Quickly



Quick Uppercut

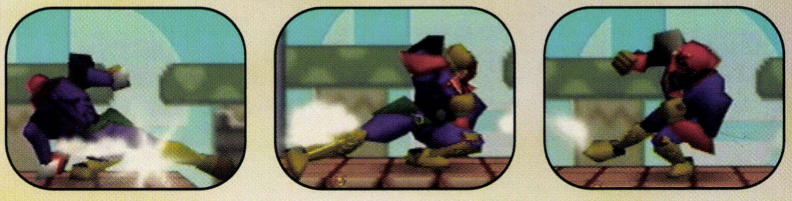
 + A

Super Roundhouse Kick

or + A

Super Low Sweep

+ A



Super Jump Attack

+ B

SUPER SMASH BROS.™

Falcon Punch

or or

(center) + B

Falcon Kick

+ B

Taunt

L

Captain Falcon salutes you and says, "Show me your moves!"

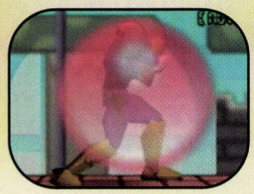
Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z



Throws

Forward Smash Throw

Grab, then

Backward Kick Throw

Grab, then

In Air

Flip Kick

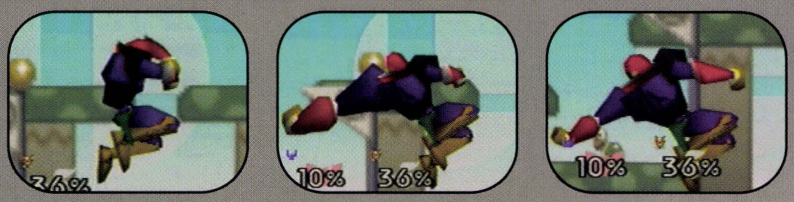
A

Double Kick

A

SUPER SMASH BROS.™

Reverse Punch



Kick

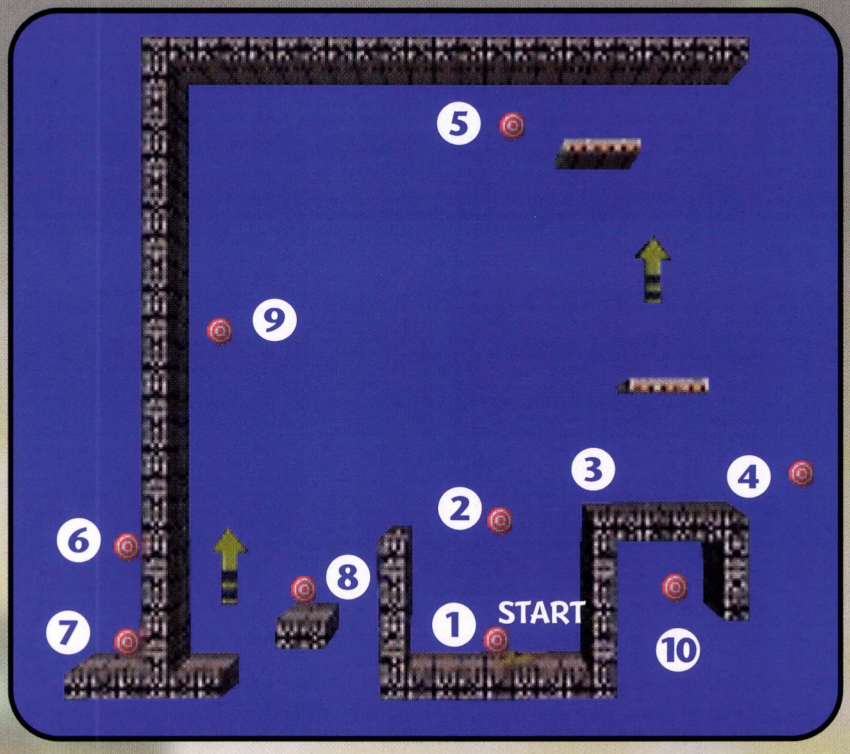
(center), A

Stretch Kick

While Running

Shoulder Charge

Bonus Level 1



1. Punch the target.
2. Jump up and kick the target.
3. Double-jump up to the right platform. Punch the target.
4. Jump up to the platform, double-jump up to the next platform. Falcon Punch the target.
5. Turn right, fall off the platform and jump up, then Super Jump Attack (+ B) to the left, landing on the platform. Run to the left, and fall off the ledge. Kick the first target on your way down.
6. Turn right and punch the target.

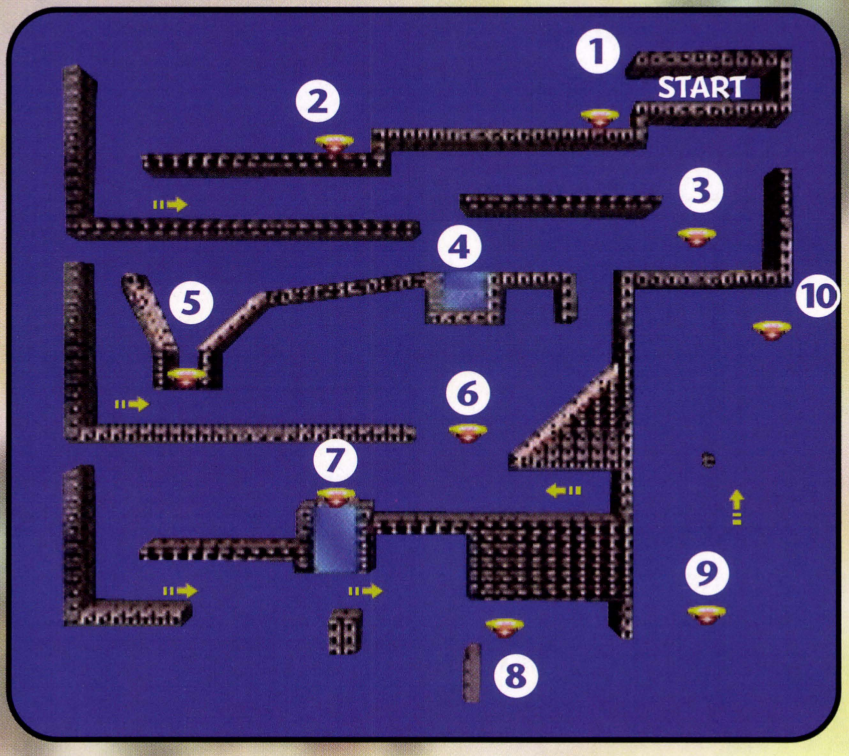
7 Turn left and walk to the ledge. Watch the rising/falling platform on the right. As soon as it begins to go down, jump off the ledge to the left. Fall down and then jump to the right, then Super Jump Attack onto the moving platform. Hit the target.

8 Face left and double-jump/Super Jump Attack up and hit the target.

9 Move to the right and stand on the rightmost ledge. Give the target a Falcon Punch.

10 Fall off the right ledge. Jump to the left when you've fallen past the wall, then Super Jump Attack into the last target.

Bonus Level 2



1. Run to the left and walk on the first platform.

2. Continue to run off the platform to the next platform.

3. Keep running to the left and fall off the ledge, turn to the right, and keep running. Jump up to the higher ledge, keep running, and fall off onto the platform.

4. Turn left, jump the gap, and run onto the blue surface. The platform will push against your feet.

5. Keep running to the left and ski down the slope to the next platform.

6. Double-jump out of the ditch to the left and fall down. Run to the right and jump to the small platform.

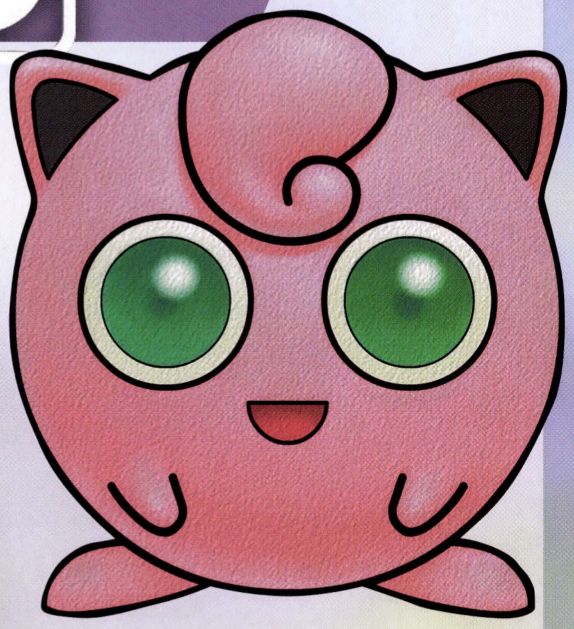
7. Turn to the left and jump onto the blue surface. Wait for the platform to come to you.

8. Run to the left and fall off the platform, switching directions. Step to the ledge and double-jump to the right, landing on the small metallic platform. Double-jump to the lighted platform, avoiding the swiftly moving wall.

9. Fall off the right side of the platform and maneuver to the right. Jump when you've passed the wall, then Super Jump Attack onto the platform.

10. Double-jump and Super Jump up to the tiny ledge, then up to the last platform. This part's tricky; be sure to look at your shadow to see if you'll land where you're supposed to.

JIGGLYPUFF



Jigglypuff is the second playable Pokémon in *Super Smash Bros.* (the first being Pikachu). We can think of better Pokémons with which to go into battle, that's for sure. We're only guessing the reason why Jigglypuff is in this game is because, next to Pikachu, it is one of Japan's favorite Pokémons. But it definitely won't be your favorite *Super Smash Bros.* fighter. It just doesn't have the skills the other players have.

The most unique attack in the game is Jigglypuff's singing. If you press ↑ and B, it'll sing a quirky little tune, and anyone within the song's path will fall asleep. That's when this Pokémon can unleash a powerful attack.

Jigglypuff's strongest attack is its surprisingly powerful Thrust Punch. If you press B in the air, it'll pause, reel back, and nail its opponent.

Never press ↓ and B with Jigglypuff. Just don't. Jigglypuff will fall asleep. What this move has to do with fighting, we'll never know. Don't say we didn't warn you.

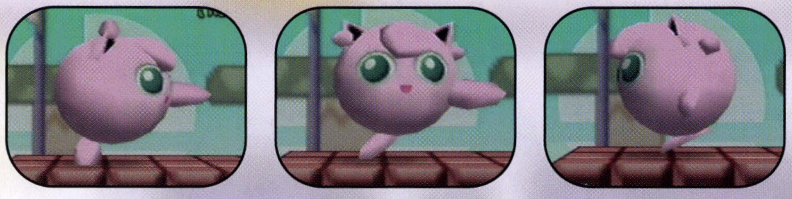
Basic Moves

Upward Kick

↑ A

Middle Kick

← or → A



Middle Punch

(center), A

Low Kick

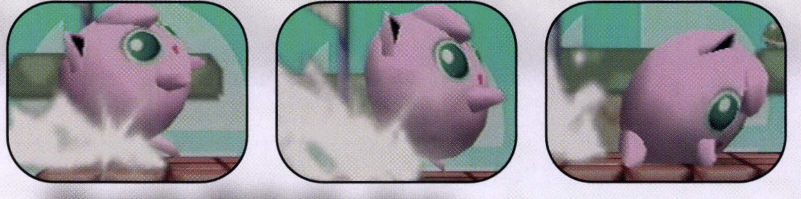
↓ A

Left-Right Punch Combo

A A

Shove

↑ + A



SUPER SMASH BROS.™

Jumping Kick

or + A

Split Attack

+ A

Sing Attack

+ B

Thrust Punch

or or (center) + B

Fall Asleep

+ B

Taunt

L

Jigglypuff dances and says, "Jigglypuff!"

Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z

Throws

Upward Throw

Grab, then

Backward Smash Throw

Grab, then

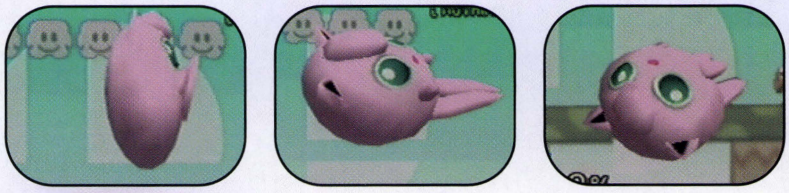
In Air

Air Shove

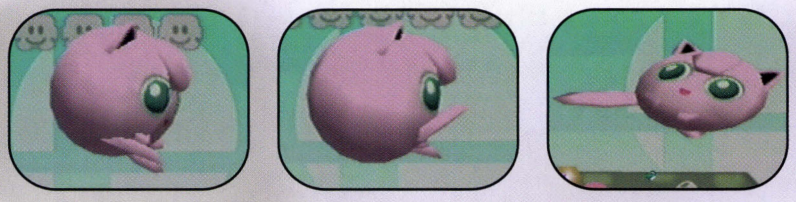
A

SUPER SMASH BROS.™

Two-Feet Kick

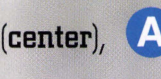


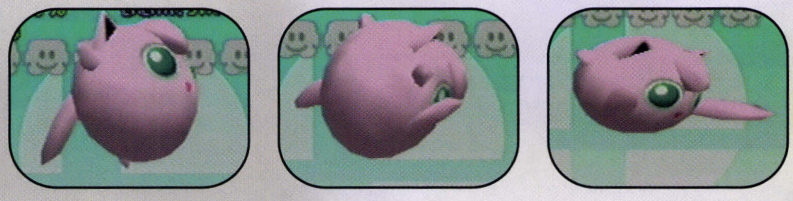
Side Kick



Kick

(center),

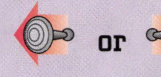




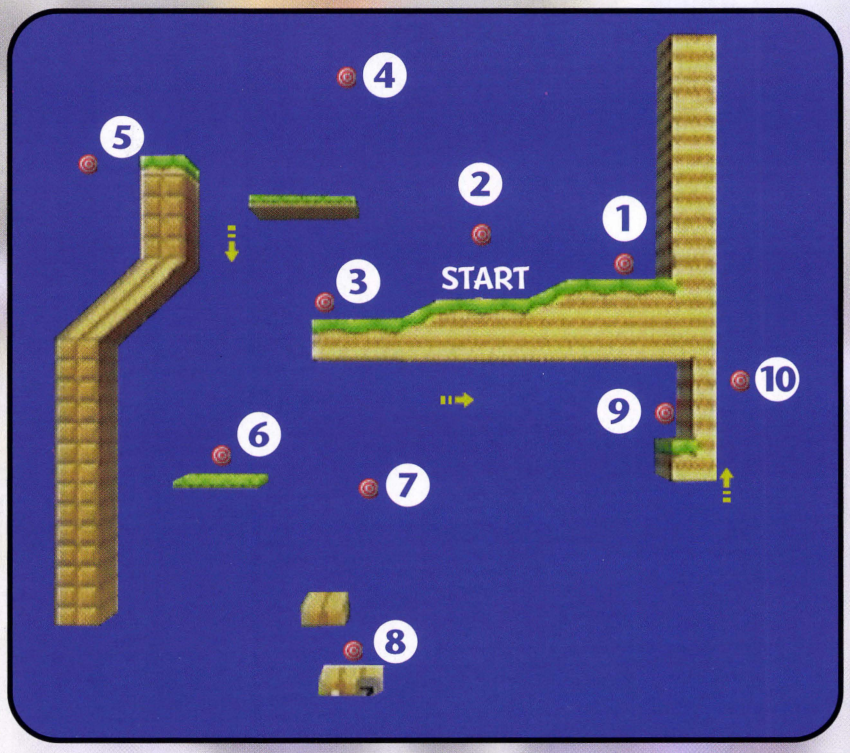
Downward Drill Attack

While Running

Diving Headbutt


or

Bonus Level 1



1. Run to the right and punch the target.

2. Turn left and Jump up, hitting the middle target.

3. Continue to the left, hitting the left target.

4. Jump up and float through the platform, gaining enough height to hit the target above.

5. Float over to the left platform and stand on the left ledge. Walk off the ledge and kick the target. Immediately float back up to the platform.

6. Fall down onto the rising and falling platform. Kick the target.

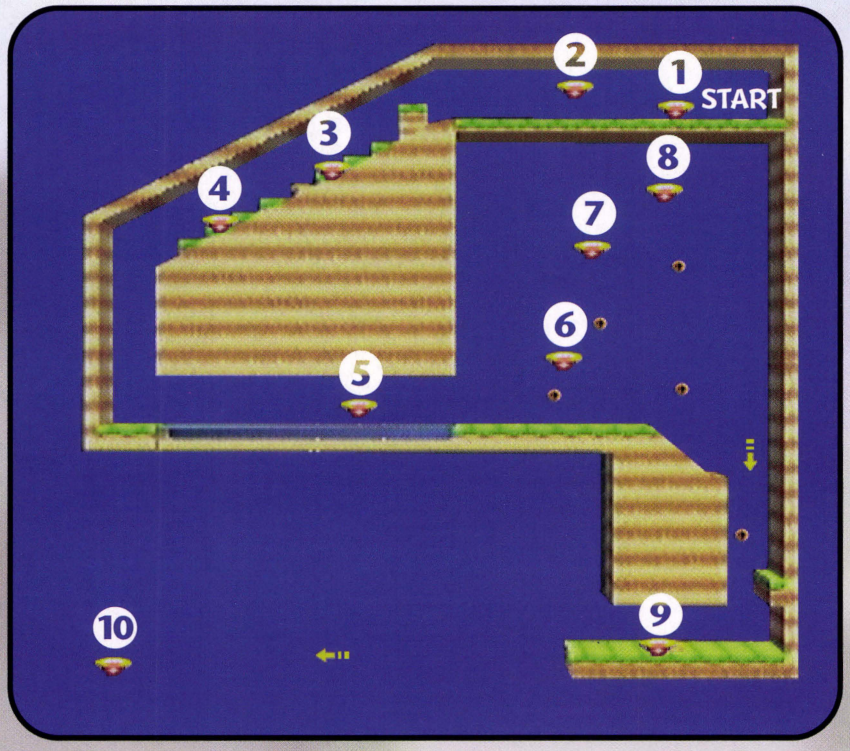
7. Turn right and jump off the platform into the target. Kick it and fall onto the stationary platform.

8. As soon as the platform zooms underneath your feet, fall onto it. Kick the target.

9. Jump and float upward into the rising and falling platform. Head right and jump off the platform, floating over to the little ledge on the right. Hit the target.

10. Turn left, then fall off the ledge. Float over to the right and gain enough height to punch the final target.

Bonus Level 2



1. Run to the left and jump to the first platform.

2. Jump to the left and land on the next platform.

3. Jump over the "escalator" and land on one of the lighted platforms.

4. There is a second lighted platform to land on, so find it and activate it.

5. Jump down to the next level and head to the right. Stand three steps to the right of the middle of the blue surface. The platform will push up underneath you.

6. Continue on to the right and jump up to the platform, avoiding the bumpers.

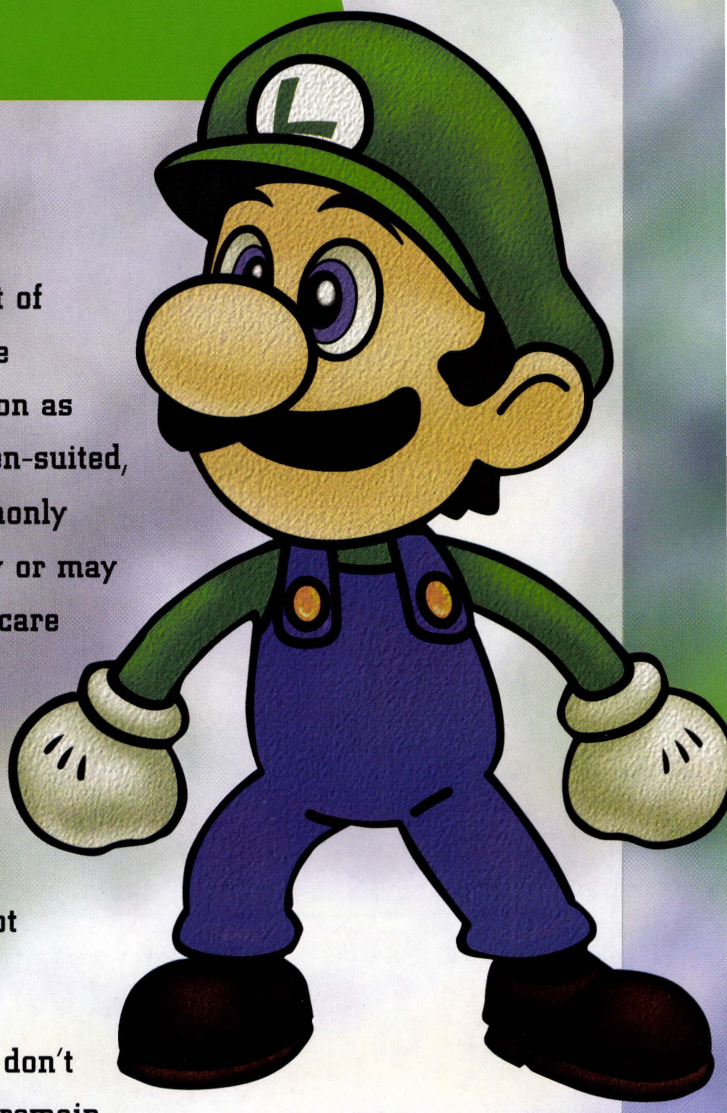
7. Jump to the right and land on the next platform.

8. Land on one more platform while avoiding bumpers.

9. Fall down to the bottom of the level through the gap, head left and jump on the quickly moving platform.

10. This platform may look too far away, but you have to be quick on the buttons. Walk to the left and stand on the edge. Jump once to the left. Press B to punch. Jump again. Punch. Jump, and then punch across to the final platform.

LUIGI



Though Luigi is, in actuality, the equivalent of Mario in nearly everything except color, the underrated mascot is generally thought upon as inferior to the fat Italian plumber. The green-suited, delightfully cheery character is most commonly referred to as "Mario's brother," which may or may not hurt his feelings, but nobody seems to care regardless.

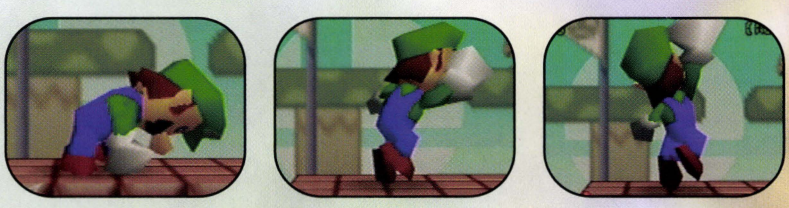
Luigi is essentially a copy of Mario, but he's a tad faster and can jump a bit higher. He's also slightly taller, which makes him a bit more of an easy target. Not much, though.

Pressing B will let a fireball rip, but they don't bounce like Mario's fireballs. Instead, they remain level as they careen across the screen.

Basic Moves

Uppercut

A



Middle Kick

or A

Middle Punch

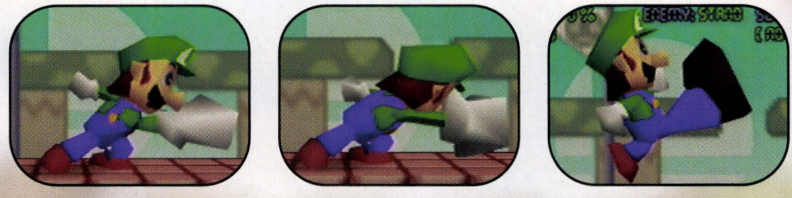
(center), A

Low Kick

A

Punch-Punch-Kick Combo

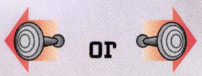
A A A



Headbutt

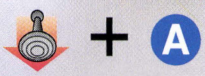
+ A

Super Punch

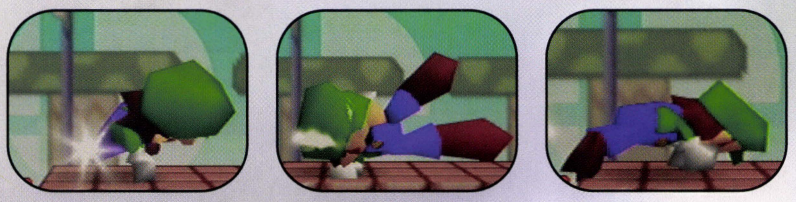


+ A

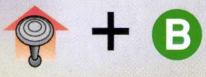
Spin Kick



+ A

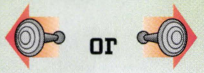


Jumping Uppercut



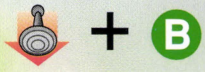
+ B

Fireball



(center) + B

Whirlwind Attack



+ B

Taunt

Luigi puts his hands behind his back and kicks the ground as if to say, "Aww, shucks." But he doesn't say a word.

SUPER SMASH BROS.™

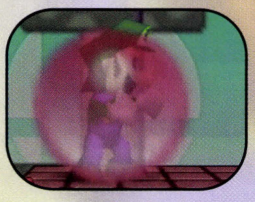
Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z



Throws

Forward Spin Throw

Grab, then

Spinning Back Throw

Grab, then

In Air

Flip Kick

A

Sideways Drill Attack

Reverse Flying Kick

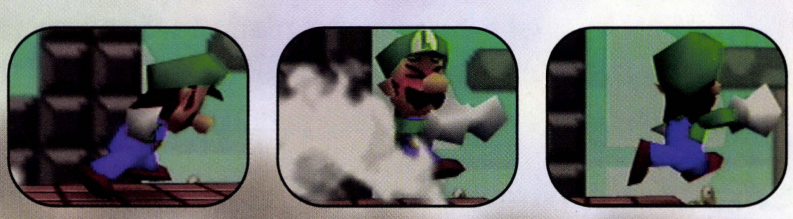
Midair Kick

(center),

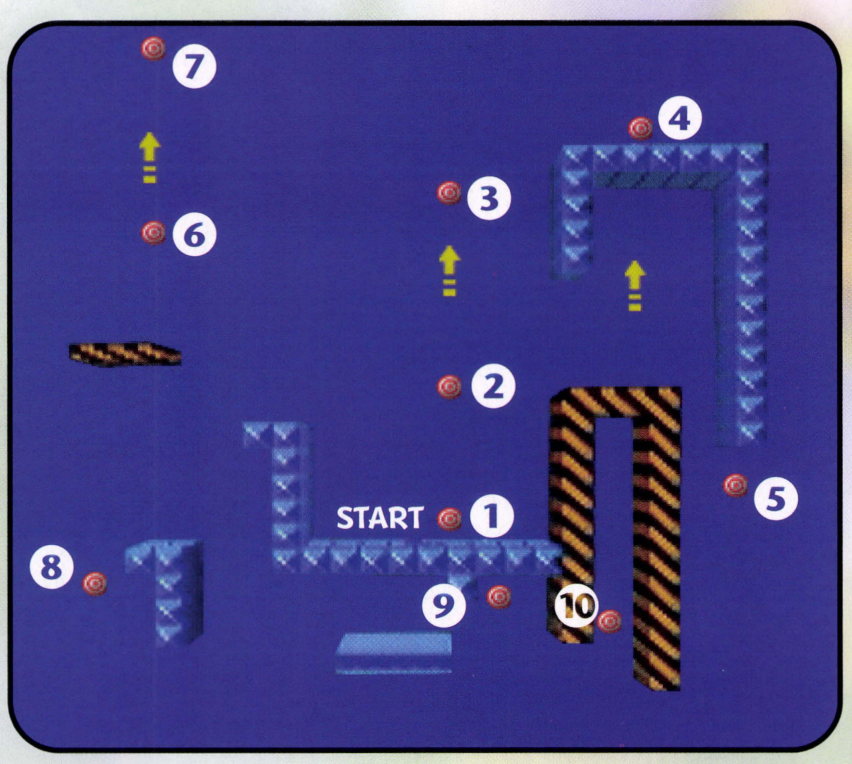
Downward Drill Attack

While Running

Running Punch Combo

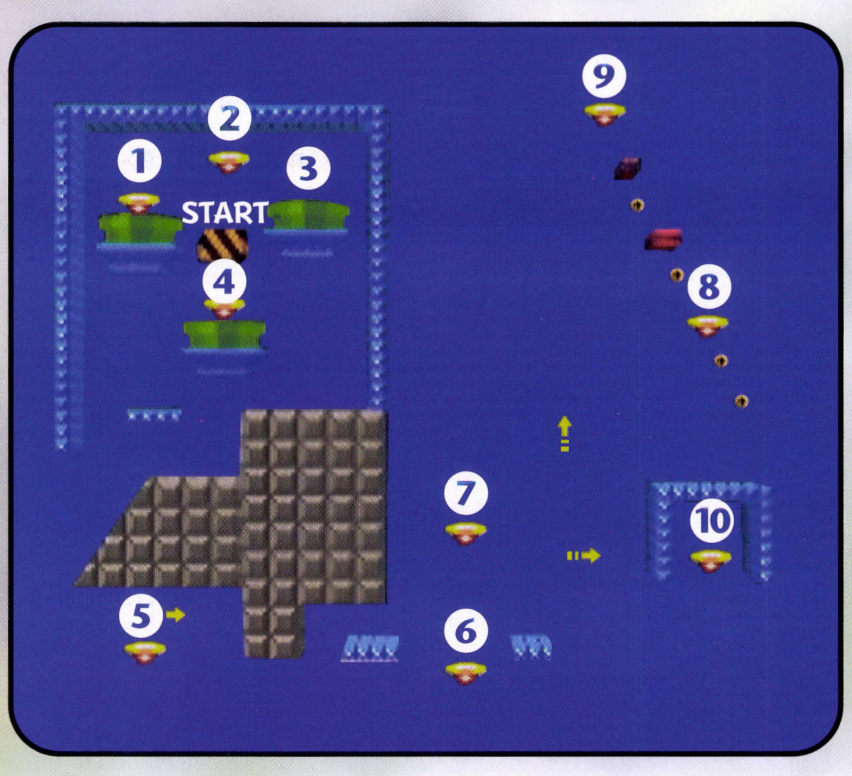


Bonus Level 1



1. Turn right and punch the target.
2. Jump up with an Uppercut Punch (+ B) and hit the target above.
3. Double-jump straight up and Uppercut Punch the higher target. Land on the yellow/black platform.
4. Double-jump up to the blue platform and punch the target.
5. Watch the rising and falling yellow/black platform. As soon as it begins to descend, walk off the right ledge. Flipkick (+ A) the target and then jump to the left and Uppercut Jump up to the platform. It's very tricky, but it's possible.
6. Move to the right and jump to the smaller yellow/black platform. Jump and Jump Uppercut the lower target. Land back down on the platform.
7. Double-jump up and Jump Uppercut the higher target.
8. Fall off the right ledge of the platform. Land on the blue ledge below and fall off the left side. Hit the target and then jump to the right as you fall. Jump Uppercut onto the moving blue platform.
9. Turn right, throw a Fireball into the gap of the large yellow/black platform and hit that target.
10. Stand on the right edge of the blue moving platform and Jump Uppercut the final target.

Bonus Level 2



1. Jump to the left platform.

2. Turn right and jump to the upper middle platform.

3. Fall off to the right and land on the platform.

4. Run off the left of the platform and fall to the lower pipe, activating the platform.

5. Fall down the slope, and land on the platform underneath it.

6. Run off the right side of the ledge, and go to the blue platform using a jump and a Jumping Uppercut. Jump off the right side, onto the lighted platform.

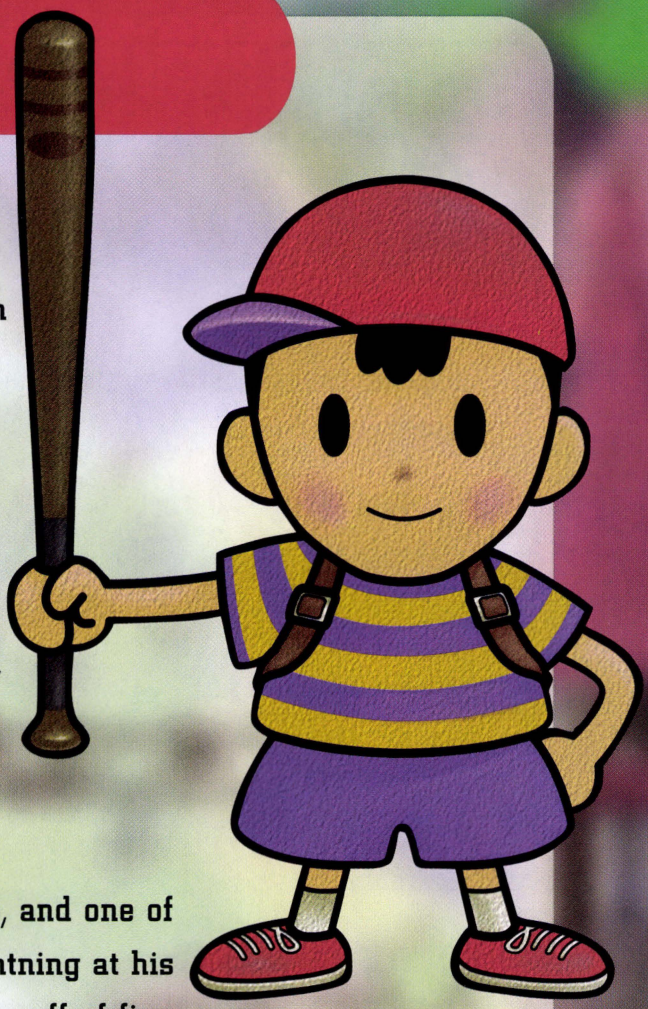
7. Double-jump straight up with a Jumping Uppercut to activate this platform.

8. Double-jump to the right and land on the rightmost blue platform. Watch the yellow circles swinging above. When they swing toward you and line up vertically, double-jump upward to land on the platform.

9. As the platform swings, jump up the tiny steel beams to the top platform and activate it.

10. Fall back down to the large blue platform on the right. Walk over to the right ledge and fall off. Jump when you've passed the wall, then Jump Uppercut onto the final platform.

NESS



This cap-wearing, yo-yo wielding, bat-carrying little kid is definitely the most obscure addition to the *Super Smash Bros.* lineup. In fact, if you've never played *EarthBound* on the Super NES, you probably didn't even know this guy existed.

Ness is definitely a powerful player, but many of his moves are a tad difficult to pull off. Still, if you're looking for a challenge, take the time to master this kid. He may surprise you.

Ness has the ability to channel psychic powers, and one of his many abilities is to throw a tiny bolt of lightning at his opponents (just press B). If it hits, a billowing puff of fire will burn the victim, setting him up for another attack.

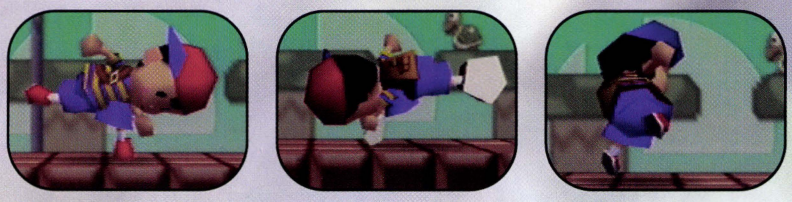
If you're looking for the toughest move to pull off in *Super Smash Bros.*, this is it. Ness's PK Thunder doesn't look like much when it hits someone, and it isn't. But instead of steering it into an opponent, steer the ball into Ness. It'll charge him in the direction of where the bolt was heading. And if anyone ends up in the way of your thrusting body, well, let's just say we hope that opponent has damage to spare.

Ness has a baseball bat tucked away. You may not be able to see it, but it's there. Simply press ← and A near an opponent, and you'll give a hearty swing with the lumber. It's not quite as powerful as the bat you pick up when it falls into the playing field, but any damaged player will succumb to the bat's strength.

Basic Moves

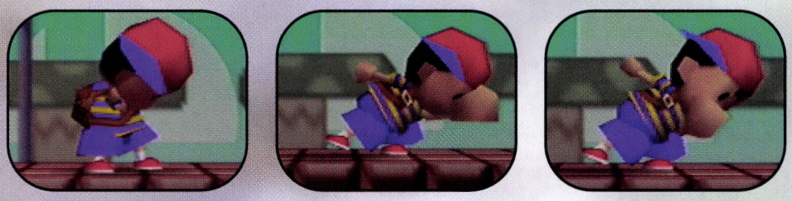
Double-Fisted Punch

Spin Kick



Middle Punch

(center), A



Low Kick

Punch-Punch-Kick Combo

A A

Yo-Yo Swipe

SUPER SMASH BROS.™

Home Run Swing

or + A

Yo-Yo Low Attack

+ A

PK Thunder

+ B

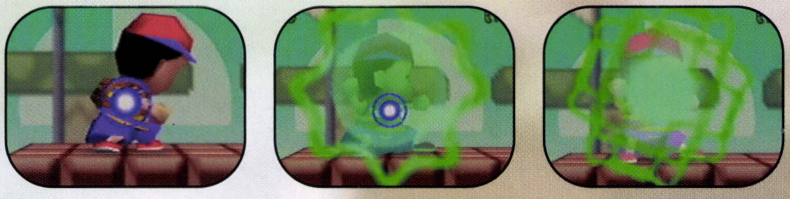
PK Fire

or or

(center) + B

Absorb Shield

+ B



Taunt

L

Ness bows and says, "Okay."

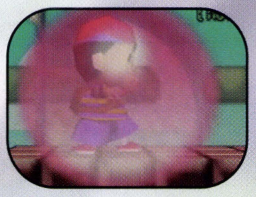
Grab

R (or A when blocking)

Perform when near and facing opponent.

Block

Z



Throws

Forward Psychic Throw

Grab, then

Backward Psychic Throw

Grab, then

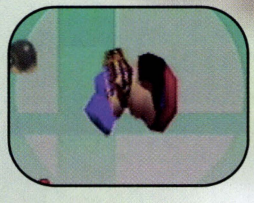
SUPER SMASH BROS.™

In Air

Head Shove

Dive Punch

Reverse Flying Kick



Two Feet Kick

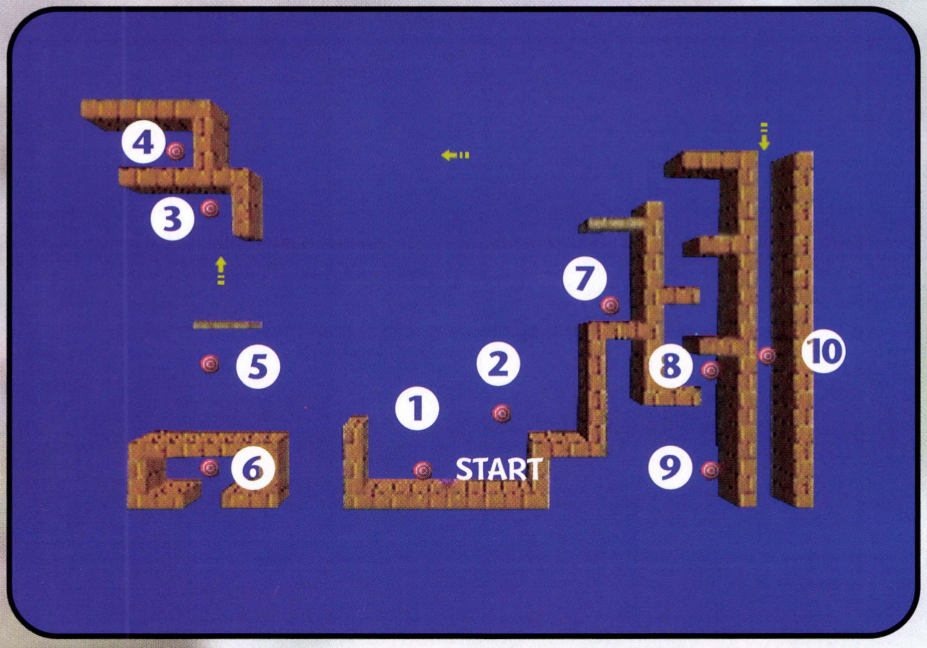
(center),

Downward Kick

While Running

Running Shove

Bonus Level 1



SUPER SMASH BROS.™

1. Punch the left target.

2. Jump to the right and hit the right target.

3. Go left and double-jump over to the moving platform. Throw a PK Thunder (+ B) up at the target.

4. Throw another PK Thunder up, steering it into the off-screen cubby to hit the unseen target. This is a tricky maneuver, but it'll shave some seconds off your time.

5. Fall off the left of the moving platform. Hit the target on the way down.

6. Land on the platform and throw a PK Thunder, steering it down into the cubby below to hit the target.

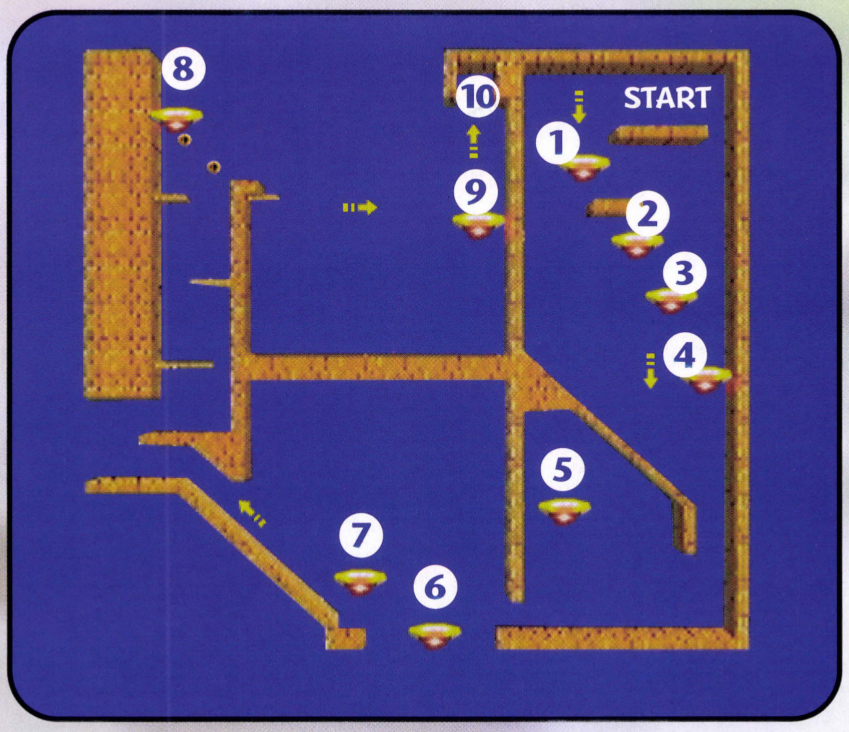
7. Make your way back to the right, and jump up to the small "staircase." Hit the target.

8. Double-jump up to the platform and drop into the tiny maze of platforms. Get to the bottom ledge and hit the target with an Absorb Shield. The fire will drop and...

9. ...it'll automatically hit this target.

10. Make your way out of the maze and drop down into the right gutter. Kick the target as you pass through it. If you miss, you can throw a PK Thunder up at it.

Bonus Level 2



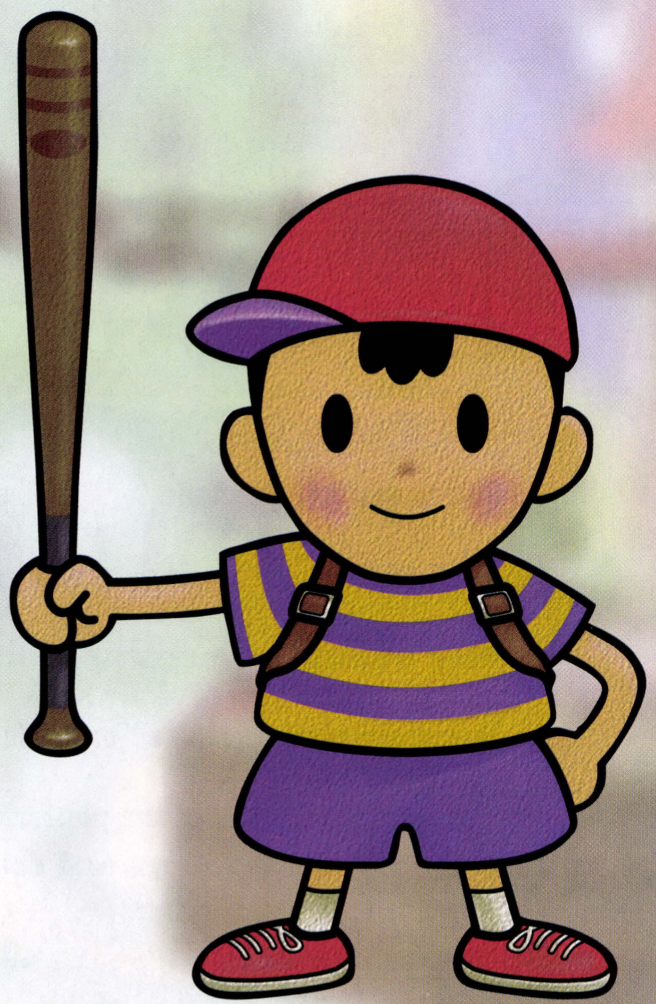
1. Fall to the left and land on the first platform.
2. Walk to the right and fall to the next platform.
3. Keep walking to the right and fall onto the platform below.
4. One more platform to fall onto. Easy as pie!
5. Fall off the left side of the platform, all the way to the bottom of the level. Walk underneath the platform and double-jump upward. Throw a PK Thunder up and steer it around so it hits you in the feet. If you time this right, you'll be thrown up to the platform.
6. Fall off the right side of the platform and head left. Jump to the platform in the middle of the gap.

7 Double-jump upward and land on the next platform over to the left.

8 Double-jump to the left and throw a PK Thunder. Steer it around to your back, and angle it so that it'll throw you up the slope. Once up the platform, maneuver up the moving floors and double-jump up to the next platform.

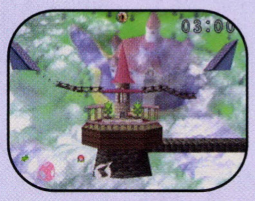
9 Turn right and jump into the section to the right. Double-jump up and throw a PK Thunder, steering it to throw you up to the middle platform.

10 Single jump up, away from the wall on the right, and throw a PK Thunder. Control it so that it thrusts you straight up into the air, through the final platform.



Individual Stage Strategies

Castle Peach



Ripped right out of *Super Mario 64*, Castle Peach is a small arena. But despite its size, it's not exactly an easy stage to knock someone out of. This is also the only stage in the game where you can't grab onto the side of a ledge.

On each side of the stage are sloping wedges. While they don't look like much, these two wedges make it very difficult to actually slam someone out of the ring. If an opponent slams into one of them, they'll simply bounce up and off of it, back onto the upper platform.

There's also a bumper located smack in the middle of the two wedges, making it more difficult to jump around the middle of the arena. It doesn't take much damage when you bump into it, but it knocks you unprepared, making you an easy target for someone looking for a score.

At the bottom of the level is a platform that's constantly moving slowly from left to right. You cannot grab hold of the edge of this platform, but at least you can jump through the underside if you're trying to save yourself from falling off the side.

Congo Jungle

This stage is based on the world of *Donkey Kong Country* on the Super NES, complete with a music riff ripped straight out of the original game. And because it's Donkey Kong, expect a lot of barrels to drop into the fight.

A cannon barrel slides back and forth across the playing field. This is handy if you're too far down to save yourself with your double-jump. Beware, though, the barrel rotates randomly. If you land in the bucket, you'll have to make sure that the arrow is pointing up when you hit the fire button.

The center platforms rotate up and down like an elevator. These platforms come in handy when you have the hammer. You can just hop on and ride them to the upper platforms to attack fighters hiding up high.

Hyrule Castle

Hyrule Castle is Link's stage, and features the familiar Hyrule Overture theme song from the original *Zelda* games of the NES and Super NES systems.

The one annoyance is the tornado that pops up randomly—get in its way and it'll throw you up and off the screen. If you're heavy in damage, it can easily throw you out of the fight for a point penalty. There's no way to defeat the tornado. Just get out of its way.

The tower is perfect when you want to hide a Motion Sensor Bomb. Your opponents will never see it. If you're trying to knock someone out of the fight, don't do it when you're standing to the right of the tower, since chances are a damaged player will careen into the wall instead of out of the fight.

Planet Zebes

For those who may have missed out on the *Metroid* series on the NES and Super NES, this level is based on the planet where Samus Aran went to hunt down the Metroids. As if you couldn't tell from all the rock and lava.

The main danger in this stage is the lava. This is the only level in the game that doesn't actually let you fall off the ledge. If you fall off and hit the bottom, the flowing ocean of lava will burn you. You'll then be thrown upward to a higher level, but not without adding to your tally of damage, of course. Or, if you're above 100 percent damage, the lava will surely throw you out of the fight, so watch it.

What's worse, throughout the fight, the lava will continue to rise until it engulfs all but the top platform. This makes for some serious up-close battles for those who know when and where the lava will top off.

Yoshi's Island

This stage is taken straight out of the N64 game, sugar coating and all. Don't let those face blocks on either side of the stage fool you; they're just around for show.

On both sides of the arena are cloud platforms. These are very helpful when you get thrown pretty far out of the fight and you still have a little distance to save yourself. The problem is that after three seconds of standing on one, it disappears. You'd better be quick to get off them, otherwise you may find yourself plummeting to your doom.

You cannot double-jump back up through the main platform, so don't try it. The "book" portion of the stage is the only platform you cannot jump through.

Dream Land

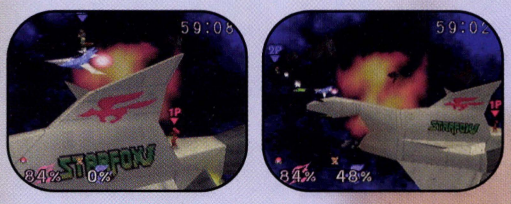
Kirby is another one of Nintendo's characters that hasn't gotten the 64-bit treatment until now, and Pupupu Land is based on the universe in which the pink marshmallow-like creature resides.

Thirty seconds into the fight, the tree in the middle of the stage begins to blow wind, alternating its direction, first to the right, and then to the left. While it's not a great danger, the wind does make it a little difficult to get back onto the platform when you're far out of the fight.

Sector Z

Star Fox Team is back in this stage based on the 64-bit update released in 1997. This is a huge level, based on the game's Great Fox ship. It's easily the longest in the game. This stage is also the only one in the game without segmented platforms, so it's not an easy level to escape opponents with weapons. Watch out, there's not a lot of room off each of the ledges. If you get knocked off, there's a good chance you'll be knocked off-screen.

Every once in a while, a member of the Star Fox Team will fly in with an Arwing ship and wreak a little havoc. He'll fly in from right to left, blasting anything or anyone in his path. If you're feeling bold enough, you can jump on top of the ship and use it as a flying platform. Just don't let it carry you off or you'll lose a point.



Down at the tail end of the Great Fox, you can utilize the wall to pin your opponent for a few easy combos. If you manage to get your hands on a Fire Flower, try to coax your enemies down there and unleash the flame.

Saffron City

This Pokémon stage is probably the most hazardous in the game. When you fight up on top of this skyscraper, not only do you have to contend with the many platforms that span the level, but you also have to put up with the random Pokémon that pop up in the middle of the arena.

Following is a list of Pokémon to watch out for:

Venusaur

This Pokémon has some serious firepower, so be sure to leap out of the way when you see it pop out.

Porygon

Porygon pops out like a jack-in-the-box, throwing anyone in its way across the screen.

Charmeleon

Charmeleon is a younger Pokémon, but it still has some serious firepower. Don't get caught in its flame.

Electrode

When you see it roll out of the box, you'd better move. Electrodes self-destruct, so if you're even remotely near one, say goodbye.

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Chancey

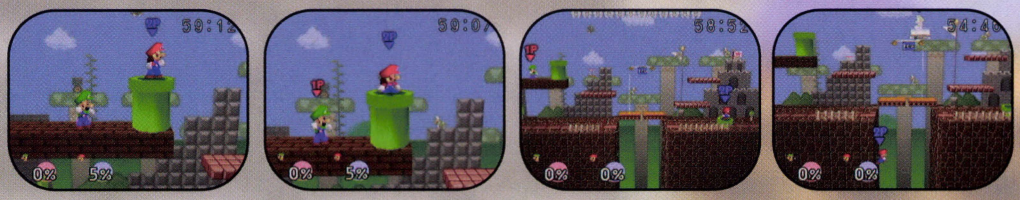
Chancey pops out of the box to offer eggs filled with weapons and power-ups, but watch out for booby traps.

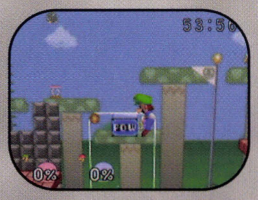
Mushroom Kingdom

Ah, this secret stage will bring back memories with its dead-on representation of the classic Mario soundtrack, right down to the tinny, 8-bit instruments.

This stage is longer than it looks. In fact, the camera doesn't pull back far enough to reveal how far you can actually go. You'll sometimes find that you'll be fighting off-screen, trying to knock your enemies past the "ring-out" limit. Just keep an eye on the icon that pops up to tell you what you and the other guys are doing.

There are three pipes in this level, two of which are protected by vicious Piranha Plants. When the plant ducks down into the pipe, you can stand on the surface. Push ↓ to transport to one of the other two pipes. It's random, so watch it—one pipe dumps you down into the gutter in the middle of the level. It's good to use these pipes as an easy escape route, but nothing's completely safe in this game.





Another trademark is the presence of POW boxes thrown about in this level. If you jump up and nail one, anyone who's standing on a platform will be thrown into the air. The higher the damage on a character, the further up he or she'll be thrown. Watch for the location of these boxes—they show up in three locations. Keep your eyes on them, and be sure to jump when you see someone get a little too close for comfort to one of them.

There are also two platforms that hang by a rope and pulley system. Stand on one of the platforms and your weight will cause it to drop—that is, of course, if someone doesn't jump on the other platform. If the platform falls to the end of the rope, they'll both break off and you'll plummet with them. Never, ever have a hammer in your hand when you jump onto these platforms.

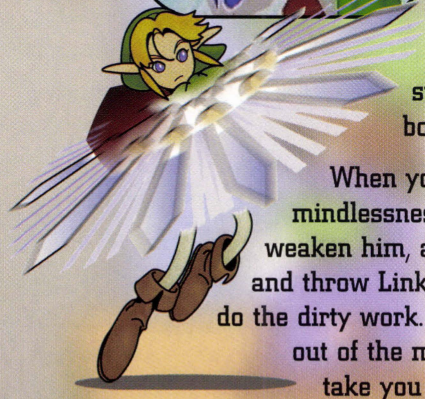
ONE-PLAYER MODE

To uncover many of the game's hidden secrets (including three of the game's hidden characters), you'll have to learn to master this mode. That is, of course, unless you don't want to have the full roster of players in your game pak.

The challenge of the One-Player Mode isn't just to get to the Master Hand and defeat him. It's also to earn as many points as you can throughout your climb up the ladder. As you fight through the ranks, you'll be awarded bonus points based on your performance and time left on the clock. But if you lose all your lives, continuing the game will remove half your score. So, if you're looking to rank high on the scoreboard, the only way to do that is in one shot. And that's not exactly an easy task.

If you're looking for more of a challenge, you can set the difficulty level of the One-Player Mode to one of five settings: very easy, easy, normal, hard, and very hard. What's more, if you feel that you won't be able to finish the game with the allotted amount of lives, you can increase those, as well. But be warned; you won't earn at least one of the hidden characters if you bump up the stock number. Hey, that's the breaks.

Vs. Link



The first character out of the gate is Link in his Hyrule Castle stage. He's a real pushover, and he's a great way to score some easy bonus points.

When you start the round, he just stands there. Take advantage of his mindlessness and nail him hard to the ledge. Get a few good combos in to weaken him, and just toss him out of the arena. Or, utilize the stage's tornado and throw Link into it. Just make sure he's weakened enough for the whirlwind to do the dirty work. If he has enough damage tallied, then the tornado will throw him out of the match. Regardless of how you get him out of the arena, it shouldn't take you long at all. Remember; the quicker you are, the bigger the bonus.

Vs. Yoshi Team

Eighteen of Yoshi's island buddies team up in this round, three at a time. These guys are not the brightest fighters on the block, and a well-placed hit will more times than not send each of them flying out of the ring.

They won't gang up on you, so you don't have to worry about that. The best thing to do is to anticipate where the next Yoshi will land (always on one of the three platforms), and nail him with a kick in midair. Many weapons drop into the fight, but you don't need them. Plus, if you don't pick any of them up, you'll be awarded an extra few thousand points.

Vs. Fox McCloud

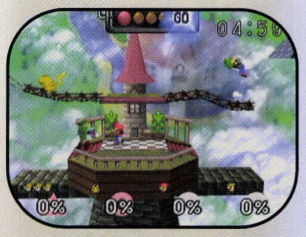
By the time you get to Fox McCloud, the game's finished toying with you. Fox doesn't pull any punches, so be careful. Keep your distance, too; he favors playing up-close and personal. Keep an eye out for his buddy in the Arwing spaceship; you don't want to get knocked off the platform by its well-placed laser shots.

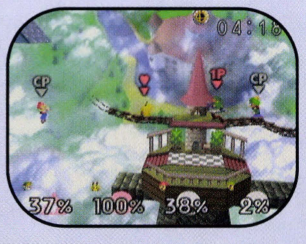
The best thing to do here is to force Fox to the right side of the Great Fox, since the tail on the edge will keep him contained and less prone to escaping from your attacks. If he gets too far away from you, he won't hesitate to pull out his blaster, so watch it.

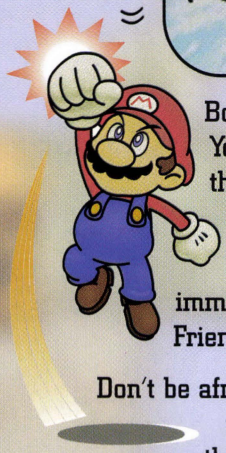
Break the Target

In this one-shot bonus stage, you're faced with the challenge to destroy all ten targets in two minutes or less. Screw up along the way and you will only gain 1000 points per target. Get them all, and you're rewarded with an additional 10,000 points. Each character has his own Break the Target stage to mirror his individual fighting abilities. If you're looking to get the highest score possible, you should definitely practice each character's challenge before you try it cold.

Vs. Mario Team







Both Mario and Luigi team up on you at the Castle Peach stage, but you're not alone. You're given a random friend to fight by your side. Thanks to the tiny size of the arena, this stage gets a little crowded, and it isn't as easy as it seems.

You don't have to worry about hurting your teammate, or having him/her hurt you. Since he's/she's on your side, you're immune to his/her attacks and he's/she's immune to yours. If you keep your teammate alive during the match, you'll be awarded a Friendship bonus. Take advantage of the extra points.

Don't be afraid to grab a weapon when one drops into the fight. Mario and Luigi like to double team, and you'll need the extra edge that a weapon offers if you want to knock both of them out of the match.

Vs. Pikachu

It may be small and cute, but Pikachu packs a mean punch when it has to. Thankfully, most of its powerful attacks are more effective up-close. If you have any projectile weapons, you can keep it at bay and knock its damage up from a distance. This fight takes place atop the Silph Co. building.

If you're feeling bold enough, take every opportunity to knock Pikachu into the Pokémon box in the middle of the arena. If the doors open, fellow Pokémon will attack it. But take care, because they don't discriminate. If the Pokémon pop out of the box, you'd better get out of the way.

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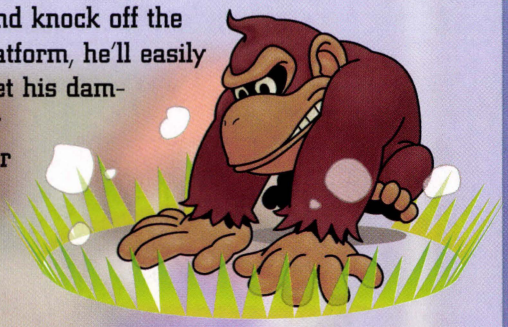
Vs. Giant Donkey Kong

My, how Donkey Kong has grown! He's at least three times bigger than normal, and he's stronger than he looks, too. Thankfully, you're not alone. Since Donkey Kong has the upper hand in this round, you're given two teammates this time around.



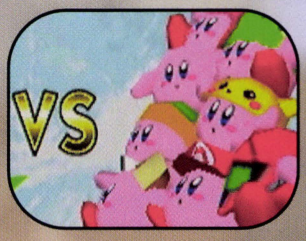
Because of his sheer size, Donkey Kong is very hard to throw and knock off the platform. What's worse is that if you don't get him far off the platform, he'll easily make it back using his Whirlwind Punch. You'll really need to get his damage percentage up above 200 percent before you can accurately toss him out of the fight. Be sure to take advantage of your other teammates' distracting attacks and nail Donkey Kong from behind. And if you're the one to finally get him out of the fight, you'll be awarded an extra bonus.

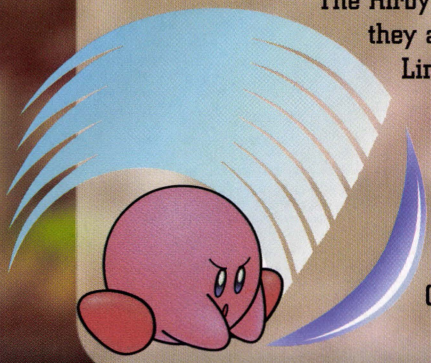
Board the Platform

This is the second bonus level, where you're faced with the challenge of lighting ten platforms in two minutes or less. This challenge is a little harder than the Break the Target bonus round, since many platforms are in motion. And like the first round, each character has its own level to complete. You get 1000 points per platform activated, and an additional 10,000 when you clear the round.

Vs. Kirby Team

First it was Yoshi teaming up on you; now its Kirby. You're faced with the challenge of knocking eight different-suited Kirbys out of the arena, two at a time. Unlike the Yoshi Team, the Kirby Team is a lot stronger, and it'll take more than a single kick or punch to get them out of the fight.

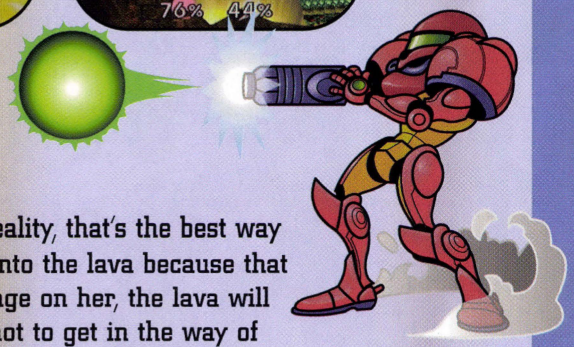




The Kirbys show up in a specific order, and if you defeat them in the same order that they appear, you'll get a special bonus. Here's the order: Mario, Donkey Kong, Link, Samus, Yoshi, Fox, Pikachu. The final Kirby is randomly selected from the hidden characters (if you've uncovered them), or it can be an uncostumed Kirby.

Pay attention to which suit each of the Kirbys is wearing, since that's the indication of each of their capabilities. Be prepared to add a bit of damage to each Kirby, because they have the ability to float back onto the platform. Only the strongest attack will truly get rid of them.

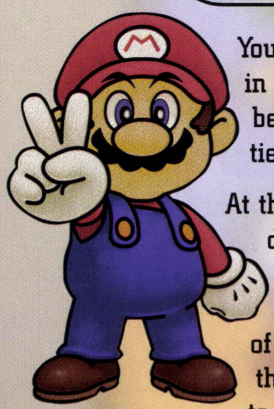
Vs. Samus



The match against Samus isn't a great challenge, and it isn't that big of a deal compared to the last two matches. After all, you're only fighting one standard character, as opposed to a whole team or even a giant.

Samus likes to get up close and throw you into the lava. In reality, that's the best way of winning the fight—let the lava do the dirty work. Kick her into the lava because that red-hot stuff tacks on a lot of damage. If there's enough damage on her, the lava will simply throw her out of the arena. Easy defeat. Just be sure not to get in the way of her spinning attack or charging blaster.

Vs. Metal Mario



You thought Mario was cool-looking in *Super Mario 64*, and now he's his own entity in *Super Smash Bros.* Metal Mario is an extremely heavy character who can barely be budged without nailing him with the strongest of attacks. He has the same abilities as regular Mario, but he's a lot stronger and nastier.

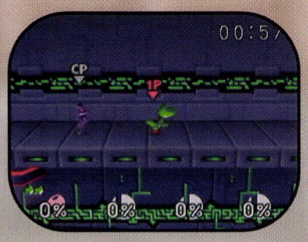
At the start of the round, you're plopped underneath a platform, and Metal Mario drops above you. Take advantage of this location by immediately attacking Mario from below with projectiles or rapid attacks (like Yoshi's Pedal Kick or Kirby's Drill Attack). Mario will stay on this platform until he's either coaxed or kicked off of it. Even with over 200 percent damage, it's still extremely difficult to nail him off the platform, especially from the middle. When he's high in damage, try to get him to either edge of the platform and kick him off. He's very heavy, so he drops like a stone. But he'll utilize his Jumping Uppercut to get back onto the ledge, so be sure your attack is strong enough to knock him sufficiently far away from the platform so that he can't recover.

Race to the Finish

This last bonus stage is simply a race to see how fast you can get to the exit. However, there are three crystal fighters that will get in your way, as well as obstacles such as exploding barrels and floating bumpers. Unlike the first two bonus levels, every character has the same Bonus Stage Three.

When you start the level, immediately run to the right. It's not necessary to beat up on your opponents in this level. In fact, since you're being timed, you should avoid them. Jump over the first enemy and jump over the wall to fall onto the platform below.

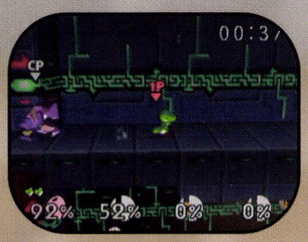
Run left and jump over the barrels that roll toward you. Don't let them hit you, since they explode and slow you down. Run underneath the pipe that drops the barrels and jump down to the next platform below.

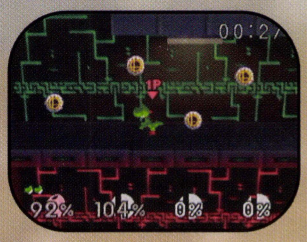


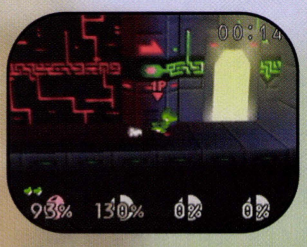
Run to the right and avoid the next character that's out to get you, jumping over the wall and down to the next platform.

Run to the left and jump your way through the jungle of bumpers. Don't hit one, or you'll be a living pinball, bouncing around and wasting precious time. Keep running to the left and jump down to the final platform.

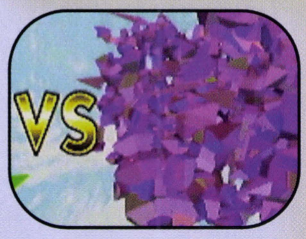
Run right and scoot away from the final enemy. Finally, run into the glowing doorway. If you do this in the set amount of time, you'll be awarded 500 points for each second left on the clock, so the faster you do this, the more points you'll earn.

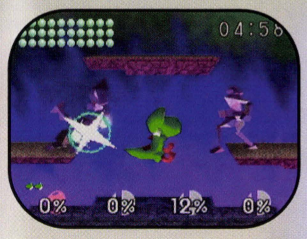






Vs. Fighting Polygon Team





Your final challenge before the final boss is to defeat thirty crystallized fighters. Each one is a jewel-based version of each of the characters in the game. It's not easy to see which character is which, but you should keep an eye on their trademark moves, since these guys have the same abilities as their counterparts.

These fighters are weak like the Yoshi Team, but they are just as ruthless as the toughest fighters in the game. Plus, there are 30 to deal with. They drop down three at a time, so be careful they don't team up on you. They're also smart enough to run away from you if you manage to get your hands around the coveted Hammer Power-up, so try to out-maneuver them as they try to avoid your attacks.

Vs. Master Hand

This is it: the final showdown. It's just you and a massive gloved hand. This is the final boss, the Master Hand. The challenge is different this time around. While he's trying to knock you off the platform, your task is to whittle down his hit-points. Each attack takes away points from his ranking, and when he reaches zero, you've defeated him. But don't think this makes the task any easier.

Each character has his or her own special attack that's best suited to use against the Master Hand. Any rapid-attack move (Drill, Whirlwind) will quickly knock off a significant amount of damage, but don't underestimate your character's heavy one-hit moves.

It's easy to follow the Master Hand's attacks, because he "signs" before each of them.

When he forms a "gun," sparks will twinkle around his fingertips. Be prepared to jump, as bullets fly from his fingers. If he has less than 100 HP, then he'll fire three sets of bullets. After the attack, he'll pause for a bit. That's when you should come in with a few hits of your own.

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When he points, be prepared to jump. He'll take two stabs at you, so jump up and away before his first thrust. When he drops down after the attack, nail him again.

He'll let his fingers do the walking—run to the other side of the platform before he "kicks" you with one of his digits. Once he flicks at you, he's open for more attacks.

When he scrunches into a fist, double-jump straight up to avoid a flaming punch. When he relaxes, send a few punches or kicks in his direction.

Watch out for a spontaneous slap. He doesn't give you much time to react, but it's possible to avoid this attack.

If he's feeling bold, he'll extend his thumb, middle finger, and pinkie and thrust up, off the screen. He'll zoom out of the background, so jump once to avoid him. When he careens through the screen, he'll land on the platform, either from right to left or from left to right. Jump up to avoid the slide attack, and nail him.

Occasionally he'll rise up out of the screen. Look into the background for the following two attacks:

Watch for the distant punch from the background. Jump away to avoid the attack, and when he zooms back into the fight, hit him again.

If the hand is open, he'll slap the platform, so be sure to keep moving. It's very difficult to avoid this attack, so don't fret if he smooshes you into the ground. Just get back on your feet and nail him back.

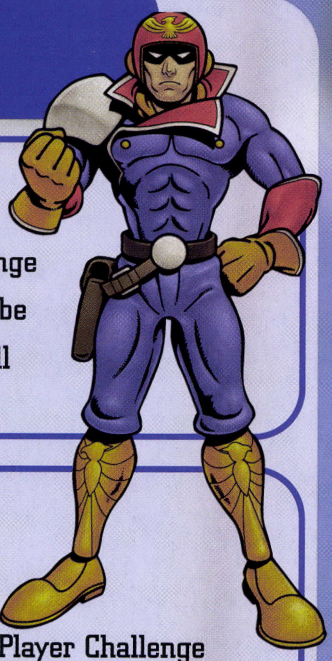
Bonus Awards

BONUS NAME	POINTS	PREREQUISITE
Cheap Shot	-99	Use the same move for 35% damage.
Star Finish	+10,000	Send your opponent into the background.
No Item	+1000	Finish the round without using an item.
Shield Breaker	+8000	Break your opponent's block shield during round.
Judo Warrior	+5000	Beat your opponent using only throws during the round.
Butterfly	+10,000	Knock your opponent out of the ring while he or she's trying to get back onto the platform.
Shooter	+12,000	Defeat your enemy with projectile weapon (blaster, star rod).
Heavy Damage	+28,000	Finish the round with more than 300% damage.
All Variation	+15000	Finish the round using all your character's moves.
Item Strike	+20,000	Beat your opponent by using only items.
Trickster	+11,000	In the Yoshi Team, Kirby Team, and Fighting Polygon Team levels, defeat your opponents by sending them into the sky.
Speedster	+10,000	Defeat your opponent within 30 seconds of the match.
Item Pitcher	+10000	Defeat your opponent by throwing an item at him or her.
Pacifist Award	+60,000	Defeat your opponent without hitting him or her.
Perfect	+30,000	Clear Bonus Stage 1 and/or Bonus Stage 2.
No Miss	+5000 per match	Defeat your opponent without losing a life. It multiplies as you progress through the levels.
No Damage	+15,000	Defeat your opponent without getting hit.
Full Power	+5000	Defeat your opponent with 0% damage. You can use a heart or tomato power-up.
Game Clear	+70,000 x1-5 (depending on difficulty)	Complete the one-player game. The multiplier increases with the level of difficulty (very easy = x1,very hard = x5).
No Miss Clear	+70,000	Finish the game without losing a life.
No Damage Clear	+300,000	Finish the game without getting hit.
Speed King	+40,000	Finish the game in under 12 minutes.
Speed Demon	+80,000	Finish the game in under 8 minutes.
Mew Catch	+15,000	Find Mew in one of your Poké Balls during a fight.
Hawk	+18,000	Use only flying attacks.
Pokémon Finish	+11,000	Defeat enemy with Pokémon.
Bumper Clear	+10,000	Bumper item to defeat enemy.

BONUS NAME	POINTS	PREREQUISITE
Star Clear	+15,000	Defeat your enemy while invincible (while under the effect of "star power").
Vegetarian	+9000	Finish a round using three tomatoes.
Heart Throb	+17,000	Finish a round using three hearts.
Throw Down	+2000	Finish a round by throwing your opponent.
Smash Mania	+3000	Defeat your opponent by using only the A Button
Smashless	+5000	Defeat your opponent by using only the B Button.
Single Move	+8000	Defeat your opponent using a single move.
Booby Trap	+12,000	Defeat your opponent with a Motion Sensor Mine.
Fighter Stance	+100	Taunt your opponent during a round (as enemy is defeated).
Mystic	+7000	Win the round while you're off-screen but still alive.
Comet Mystic	+10,000	Win the round while you're falling into the background.
Acid Clear	+1500	Beat Samus by throwing her into the lava.
Bumper Clear	+10,000	Defeat your opponent with a bumper, either the power-up or in Castle Peach.
Tornado Clear	+3000	Defeat Link with the tornado on the Hyrule Castle stage.
Arwing Clear	+4000	Defeat Fox McCloud with the Arwing on The Great Fox.
Last Second	+8000	Defeat your opponent with only one second on the clock.
Lucky Three	+9990	Defeat your opponent with 3 minutes, 33 seconds left on the clock.
Jackpot	+3330	Finish with all the digits in your damage percentage being the same (for example, 22%, 111%, etc.).
Yoshi Rainbow	+50,000	On the Yoshi Team stage, defeat all Yoshis in a row, in order.
Kirby Ranks	+25,000	Beat the following Kirbys in order on the Kirby Team stage: Mario, Donkey Kong, Link, Samus, Yoshi, Fox, Pikachu.
Brothers Calamity	+25,000	On the Mario Team stage, defeat Luigi first without hitting Mario.
DK Defender	+10,000	On the Giant Donkey Kong stage, defeat Donkey Kong without losing your teammates.
DK Perfect	+50,000	On the Giant Donkey Kong stage, defeat Donkey Kong without getting your teammates hit.
Good Friend	+8000	On the Mario Team stage, defeat Mario and Luigi without losing your teammate.
True Friend	+25,000	On the Mario Team stage, defeat Mario and Luigi without getting your teammate hit.
Special Move	+5,000	Use special move a lot.

SECRETS

Earn Captain Falcon

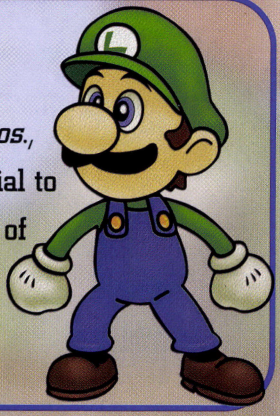


Pick a character and take him all the way through the One-Player Challenge within 15 minutes. After you've surfed through the game's credits, you'll be challenged to a one-on-one duel with Captain Falcon. If you beat him, he'll show up in your roster, in the upper-right location of the player lineup.

Earn Jigglypuff

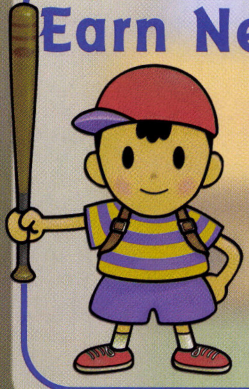
This Pokémon is the second hidden character to earn in *Super Smash Bros.* Take any character through the One-Player Challenge after you've earned Captain Falcon. After the credits, Jigglypuff will challenge you. If you win the fight, you'll enable the character in your character roster. It will show up in the lower-right location of your lineup.

Earn Luigi



Luigi shows up in the One-Player game and Attract mode in *Super Smash Bros.*, so he's not really a surprise character. But you do have to do something special to earn him in your roster. You'll need to beat the Bonus Stage 1 levels for each of the eight original characters, either in Practice or the One-Player mode. Once you've done that, Luigi will challenge you to a fight. Defeat him, and he'll pop up in your character roster, taking the upper-left position.

Earn Ness



Ness is the most unique character in the game, so it's fitting that you have to perform a not-so-easy task to earn him. Start a One-Player game and set the difficulty to "Normal" and the amount of lives to three. Pick a character and take him through the game without continuing. If you accomplish this challenge, after the credits Ness will pop up and challenge you. Beat him and you'll get him in your roster. He takes the lower-left position of the Character screen.

SUPER SMASH BROS.™

Earn Mushroom Kingdom

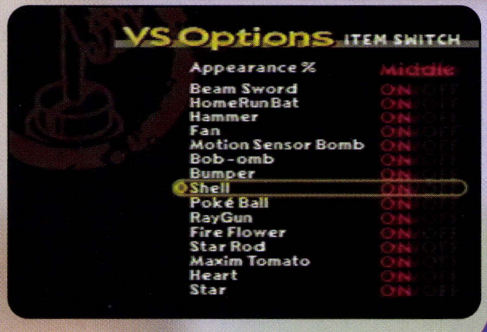
Beat the game with the original eight characters on Normal difficulty with three stock. Then, enter each Multiplayer stage once. Once you've finished this task, you'll be informed that you now have Mushroom Kingdom unlocked on your game pak.

Earn Sound Test

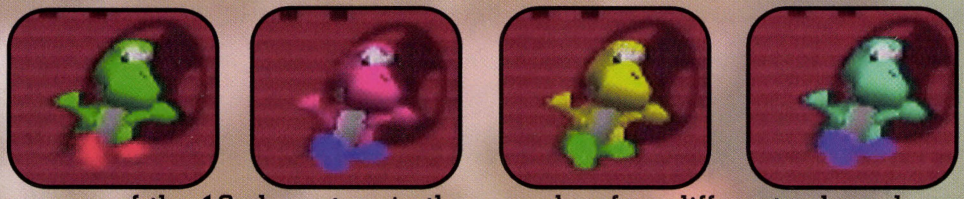
After you've earned every character in the game, head into Bonus Stage 1 and Bonus Stage 2 and complete each task with all the characters. Once you've completed this task, you'll be informed that you've earned the Sound Test. Head into the main Options menu and you can listen to every song, speech, and sound in the game.

Earn Item Switch

One of the handiest options in the game is earned in Multiplayer mode. Play 100 rounds of Multiplayer *Super Smash Bros.* and you'll be informed that you've earned the Item Switch menu. Head into the Options menu and you can now choose how often power-ups show up in Multiplayer mode. You can turn on and off the frequency of every item in the game.



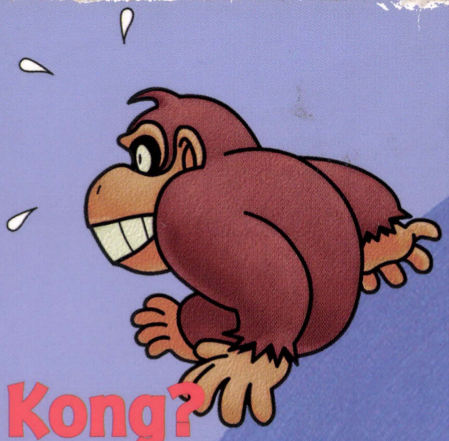
Alternate Colors



Every one of the 12 characters in the game has four different color schemes. When you've selected your character, press each of the four C Buttons to pick your color.

SUPER SMASH BROS.

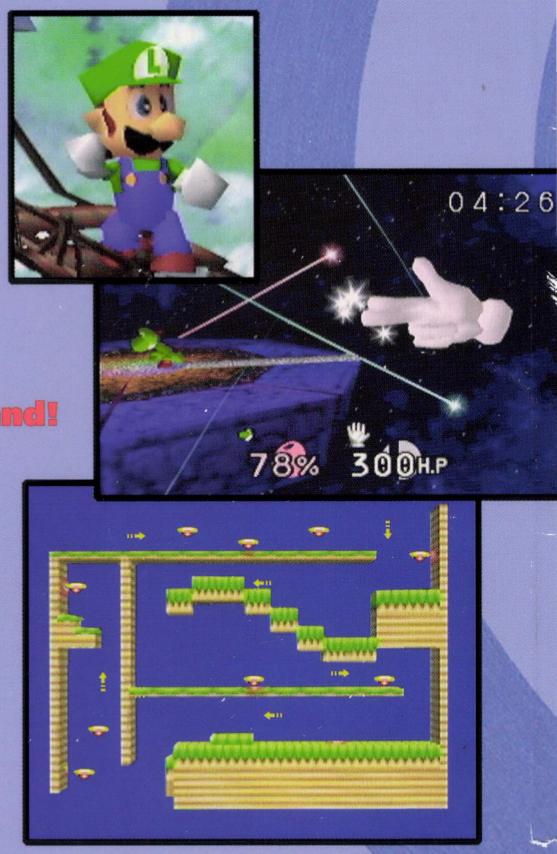
OFFICIAL STRATEGY GUIDE



Can Mario Beat Up Donkey Kong?

Can Link punch out Pikachu? If Fox McCloud and Yoshi threw down, who would win? *Super Smash Bros.* crosses multiple universes and alternate dimensions to bring Nintendo's most popular characters together for one big, bare-knuckled brawlfest! With the help of this complete guide, **you'll decide who wins!**

- **All the Moves—Every Punch, Throw, Kick, and Airborne Attack!**
- **Access Every Hidden Character, Uncover Every Secret!**
- **Complete Every Bonus Level, Defeat Master Hand!**
- **Fighting Tactics for Each Character, and Much, Much More!**



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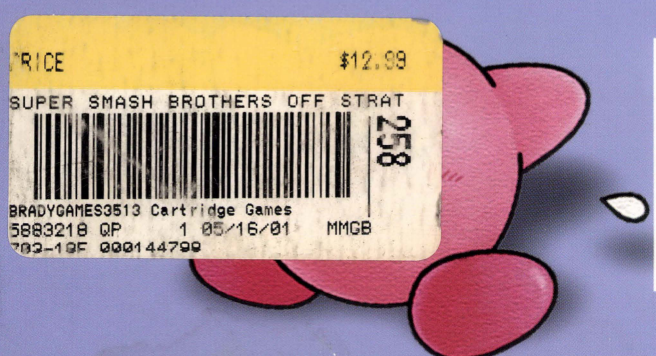

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